ADVENTURER CONQUEROR KING SYSTEM™

AXIOMS COMPENDIUM

VOLUME I - VIII

AUTARCH

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Created with the support of hundreds of generous patrons, ***AXIOMS*** is a quarterly magazine devoted to the ***Adventurer Conqueror King System***. This exclusive compendium compiles the first eight issues of ***AXIOMS*** into an easy-to-use reference. It includes:

» Issue #1 - Magic. Eldritch secrets are revealed.

» Issue #2 - Beastmen. The savage swords of chaos, are unleashed.

» Issue #3 - Economics. He who has the gold, makes the rules!

» Issue #4 - War. Let he who seeks peace prepare for war.

» Issue #5 - Magic II. Some magic is minor, some magic is monstrous, and some is not magical at all.

» Issue #6 - Fractal. Because when you zoom in further on an area of game design, you find that when you zoom in further on an area of game design.

» Issue #7 - Magic III. The art and science of magic is plumbed yet further.

» Issue #8 - Randomness. The oracular power of dice is revealed.

The compendium includes revised rules for strongholds and domains, senatorial domains, mercantile ventures, and mass combat, and new rules for elite troops, gladiatorial schools, shaded magic, spellcaster type creation, beastmen custom classes, wilderness stocking tables, and more. Designed for use with ***ACKS***, it is valuable material for anyone running an OSR fantasy role-playing game.

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AXIOMS™

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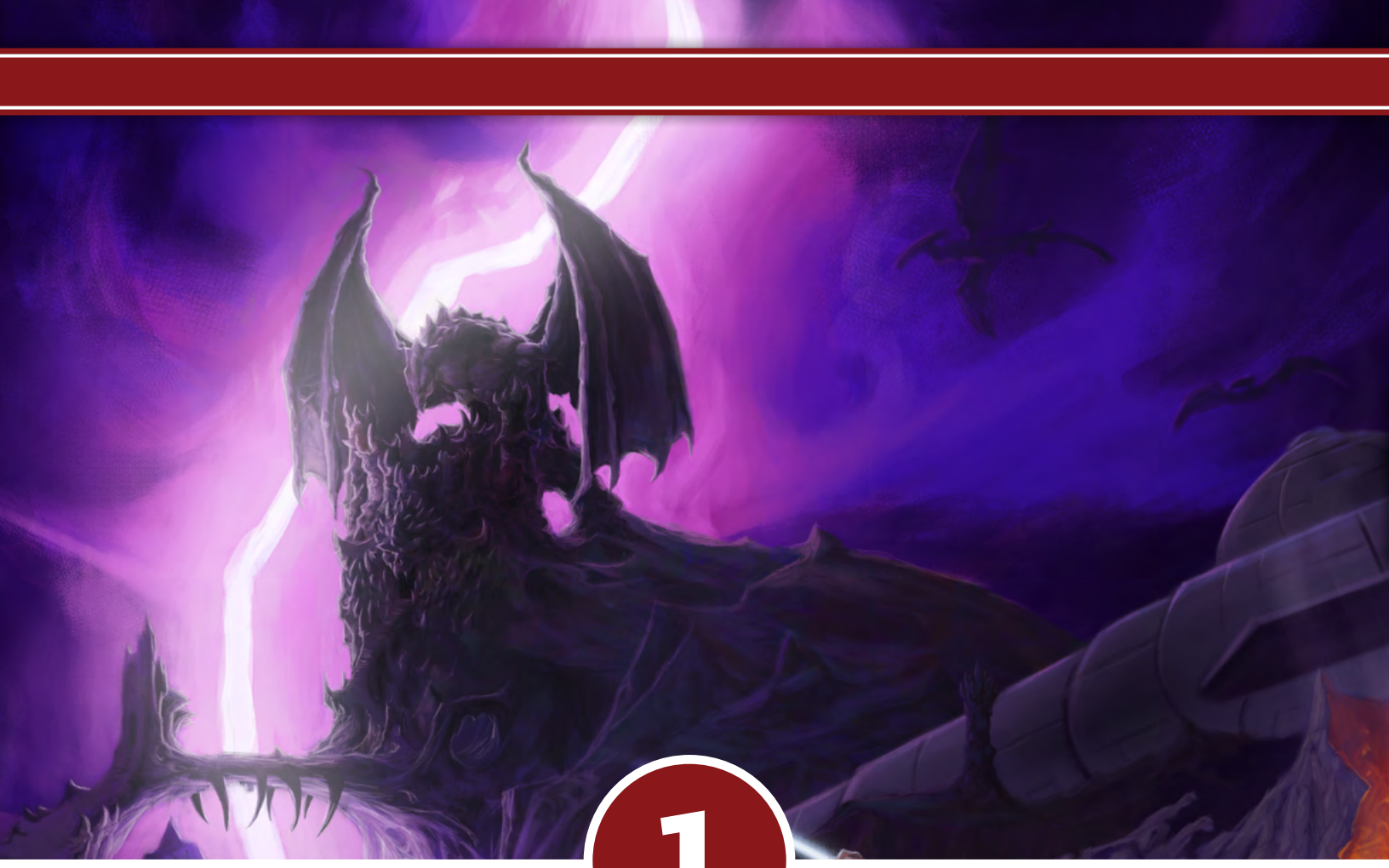

1

ISSUE ONE
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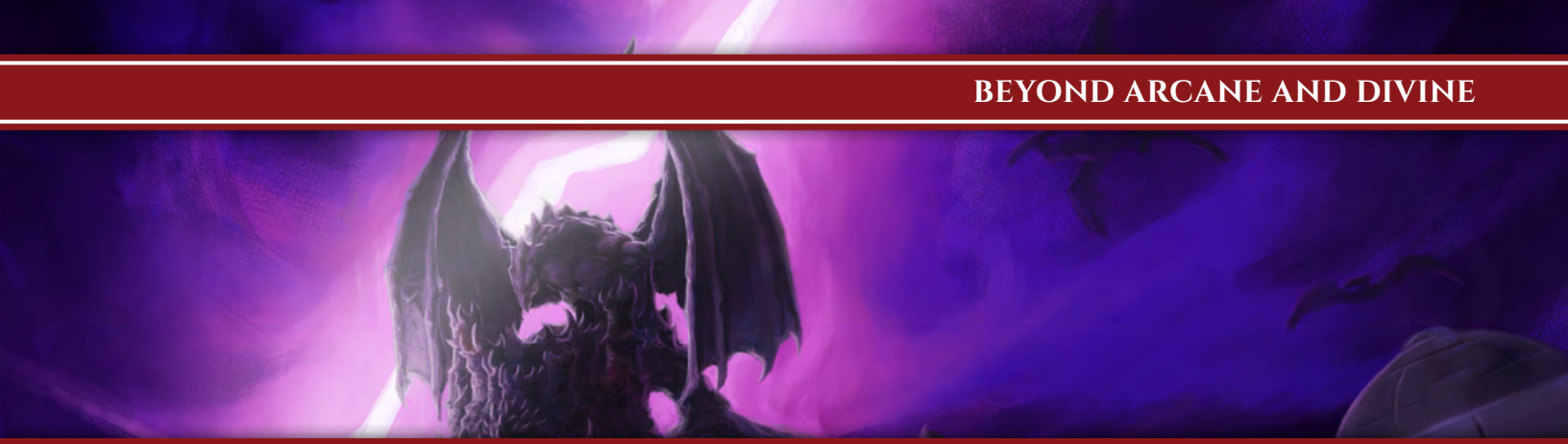
ELDRITCH SECRETS ARE REVEALED...

- ***Beyond Arcane and Divine:*** **rules for designing custom magic types for your campaign**
- ***The Shades of Magic:*** **because power corrupts, and powerful magic corrupts magically**
- ***Introducing the Wizard:*** **mankind's mightiest practitioners of arcane magic**
- ***The Art of Arcanogenesis:*** **creating new life-forms with magic**
- ***Overcasting:*** **going beyond the limits has a price**



BEYOND ARCANE AND DIVINE

RULES FOR DESIGNING CUSTOM MAGIC TYPES FOR YOUR CAMPAIGN

By Alexander Macris

In the ***Adventurer Conqueror King System***, there are only two types of magic: **divine magic** and **arcane magic**. All of the spellcasting character classes in ***ACKS*** and ***Player's Companion*** use one or both of these types of magic. The two types of characters represent the most common and popular archetypes of myth, legend, film, and literature. However, they also incorporate certain assumptions that might not be appropriate for every setting. For instance, in a setting similar to Robert E. Howard's Hyboria, the Judge might want sorcery-wielding priests who can heal and animate the dead, but learn their spells through study like mages.

The rules that follow enable Judges to create new magic types with different characteristics that can be used with the ***Player's Companion*** to create very different spellcasting classes. These rules were originally built for my internal use during the development of the upcoming ***Heroic Companion***, which features an Eldritch magic type for use in heroic fantasy settings. They are offered here as a tool for Judges who want more flexibility in building their campaign. With these rules, along with the monster creation rules in ***Lairs & Encounters***, you have the building blocks to re-create virtually any fantasy setting.

CREATING A CUSTOM MAGIC TYPE

To create a new type of magic, follow these ten steps:

1. Develop a name and concept for the new magic type. Is it an art of illusions and dweomers, such as appears in fairy tales? Perhaps it is a sinister sorcery devoted to mind-control and summoning. The concept should drive your choices in the remaining steps.
2. Set the magic type's **source factors** for each of the 11 spell types. No source factor can be less than 1 or greater than 2.25, and the sum of all source factors must be at least 11 and no more than 15. See **Source Factors** section.
3. Use the magic type's source factors to calculate the magic type's **Base XP Cost**. See the **Source Factors** section.
4. Choose a spell progression for the magic type. Spells progressions can be standard (mage), alternative (cleric), or improved. Adjust the Base XP Cost as directed. See the **Spell Progression** section.
5. Determine how the magic type acquires its spell repertoire, through **prayer**, **study**, or **inheritance**. See the **Spell Repertoire** section.
6. Decide whether the magic type carries a **code of behavior**. See the **Codes of Behavior** section.
7. Use the Base XP Cost and spell progression to create the magic type's **class category value**. This class category value will be used when making custom classes that use the magic type. See the **Magic Type Class Category** section.
8. Choose the methods of **magic research** open to the magic type's classes. See the **Magic Research** section.
9. Determine what **saving throw progression** the magic type's class category value results in. See the **Saving Throw Progression** section.
10. Create a spell list of 10 to 20 spells of each level for your new magic type. This spell list will serve as the basis from which studious and inherited casters of the new type learn spells, or from which prayerful caster classes select their repertoire. See *Player's Companion, Chapter 5*, for rules on creating spells.

Once these ten steps are complete, the new magic type is ready for use in your custom classes.

SOURCE FACTOR PER SPELL TYPE

As explained in the ***Player's Companion***, all spells are categorized into **spell types**, which are broad descriptions of what spells are supposed to do. There are 11 different **spell types**: Blast, Death, Detection, Enchantment, Healing, Illusion, Movement, Protection, Summoning, Transmogrification, and Wall. For each of the 11 types, each magic type will have a different **source factor**. The lower the source factor, the easier it is for the spellcaster to cast spells of that type. For example, arcane magic excels in Blast type spells (source factor 1) while divine magic is very poor at this type (source factor 2.25). Conversely, divine magic excels at Healing spells (source factor 1) while arcane magic is sub-par at this type (source factor 1.5).

The first step in creating a new magic type is to choose a source factor for each of the 11 spell types. Each spell type must have a source factor of at least 1 and no more than 2.25. Write down your magic type's source factors in the appropriate rows of the Type Modifier column of the Source Factor Construction table, below.

Now total all of the source factors and enter the sum in the Total row of the Type Modifier column. This is the type's **source factor total**. The source factor total must be at least 11 and no more than 15. If source factor total is not within this range, increase or decrease your source factors until the sum of their values is between 11 and 15.

The lower the source factor total, the more powerful the magic type and the more XP it will cost to advance in classes which use that type of magic. For reference, the arcane magic type has a source factor total of 12.5, while the divine magic type has a source factor total of 15.

Next, find the difference between the Base Modifier listed on the table and the Type Modifier you wrote down in each row. Enter this value in the Variance column. Then multiply each Variance by the appropriate Cost of Variance to determine the Type Cost of that spell type. Total all of the Type Costs and enter the sum in the Total row of the Type Cost column.

Finally, add the value you wrote down in the Type Cost column to 500. The resulting sum is the **Base XP Cost** of the new magic type you've created. Round this value to the closest value divisible by 25. Base XP Cost can never be lower than 500 XP; if less, increase or decrease your source factors until Base XP Cost is at least 500.

EXAMPLE: Below are three completed Source Factor Construction tables. The first table is for the Divine magic type (used by clerics), the second table is for the Arcane magic type (used by mages) and the third table is for a new magic type called Faery. The Faery magic type excels at enchantments, illusion, transformation, and similar glamours, but is poor at blast and death spells.

EXAMPLE (cont.): As can be seen, the Faery magic type is mid-way between the power and XP cost of the Arcane and Divine magic types. It has a Base XP Cost of 1,500 XP, lower than the Arcane type's Base XP Cost of 2,500 but higher than the Divine type's Base XP Cost of 500 XP.

Source Factor Construction

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-		=		x	1,300	=		
Death	1.5	-		=		x	500	=		
Detection	1.25	-		=		x	500	=		
Enchantment	1.3	-		=		x	500	=		
Healing	1	-		=		x	1,000	=		
Illusion	1.5	-		=		x	500	=		
Movement	1.25	-		=		x	500	=		
Protection	1	-		=		x	500	=		
Summoning	1.2	-		=		x	500	=		
Transmogrification	1.25	-		=		x	500	=		
Wall	1.5	-		=		x	500	=		
Total	15.0				n/a		n/a			+ 500 = Base Cost

Divine Magic Type

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-	2.25	=	0	x	1300	=	0	
Death	1.5	-	1.5	=	0	x	500	=	0	
Detection	1.25	-	1.25	=	0	x	500	=	0	
Enchantment	1.3	-	1.3	=	0	x	500	=	0	
Healing	1	-	1	=	0	x	1000	=	0	
Illusion	1.5	-	1.5	=	0	x	500	=	0	
Movement	1.25	-	1.25	=	0	x	500	=	0	
Protection	1	-	1	=	0	x	500	=	0	
Summoning	1.2	-	1.2	=	0	x	500	=	0	
Transmogrification	1.25	-	1.25	=	0	x	500	=	0	
Wall	1.5	-	1.5	=	0	x	500	=	0	
Total	15		15		n/a		n/a		0	+ 500 = 500

Arcane Magic Type

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-	1	=	1.25	x	1,300	=	1625	
Death	1.5	-	1	=	0.5	x	500	=	250	
Detection	1.25	-	1.6	=	-0.35	x	500	=	-175	
Enchantment	1.3	-	1.4	=	-0.1	x	500	=	-50	
Healing	1	-	1.5	=	-0.5	x	1,000	=	-500	
Illusion	1.5	-	1	=	0.5	x	500	=	250	
Movement	1.25	-	1	=	0.25	x	500	=	125	
Protection	1	-	1	=	0	x	500	=	0	
Summoning	1.2	-	1	=	0.2	x	500	=	100	
Transmogrification	1.25	-	1	=	0.25	x	500	=	125	
Wall	1.5	-	1	=	0.5	x	500	=	250	
Total	15.0		12.5		n/a		n/a		2,000	+ 500 = 2,500

Faery Magic Type

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-	2.25	=	0	x	1,300	=	0	
Death	1.5	-	1.5	=	0	x	500	=	0	
Detection	1.25	-	1.25	=	0	x	500	=	0	
Enchantment	1.3	-	1	=	0.3	x	500	=	150	
Healing	1	-	1	=	0	x	1,000	=	0	
Illusion	1.5	-	1	=	0.5	x	500	=	250	
Movement	1.25	-	1	=	0.25	x	500	=	125	
Protection	1	-	1	=	0	x	500	=	0	
Summoning	1.2	-	1	=	0.2	x	500	=	100	
Transmogrification	1.25	-	1	=	0.25	x	500	=	125	
Wall	1.5	-	1	=	0.5	x	500	=	250	
Total	15.0		12.75		n/a		n/a		1,000	+ 500 = 1,500

A Note on Source Factors: **The custom magic type construction rules require that each spell type be assigned a specific source factor. This is not always a simple matter, however. In the *Player's Companion*, the source factor for Detection spells is subject to a host of modifiers that can make the source factor as high as x3 for some spells (e.g. arcane detection of curse). The source factor for Enchantment spells is even more ambiguous, as there are several source factors listed, depending on the type of effect, from x1 to x1.5 for Arcane and from x1 to x1.5 for Divine, again with source modifier factor stacked on top.**

To calculate the source factor for Detection spells, we assumed that each effect is approximately equal, and then calculated an average source factor for all of the effects. There are 13 different effects listed. Divine magic has a source factor of x1 on nine of these; x1.5 on two of these; and x2 on the last two. The average source factor is [(1 + 1 + 1 + 1 + 1 + 1 + 1 +1 + 1 + 1.5 + 1.5 + 2 + 2) / 13] = 1.23. We rounded this to 1.25. A similar procedure was used for the Arcane source factor for Detection and for the source factors for Enchantment.

For your own magic types, you can create similarly complex source factors and source factor modifiers if desired, at the cost of some math scribbling. If you want a custom magic type to have precisely the same factors as Arcane or Divine magic, just use the ones listed above – we've done the math for you. The fact that Faery type magic has a Detection source factor of 1.25 (same as Divine) could be understood to mean it builds Detection spells using the source modifier factors for Divine magic. But you could also disregard those complexities and simply build Faery spells with a source factor of x1.25, making it better than Divine magic at detecting treasure or secret doors, but worse at detecting evil or danger, for instance. This decision should be made when the magic type is created!

SPECIALIZED MAGIC TYPES

The source factor rules above assume that all types of magic are capable of casting all 11 types of spells, albeit at greater or lesser effectiveness. Particular classes that use that type of magic, or particular characters of that class, might be specialized but the magic type itself is not.

In some cases, the Judge may wish to create a type of magic which is itself specialized. Perhaps he wants to create an evil type of sorcery that can only be used for death and summoning spells, or an elemental magic that can only be used for blast and wall spells. Because of this specialization, the magic type might be better at certain spells than is otherwise possible in the rules. For this reason, specialized magic types must be used carefully.

To create a specialized magic type, simply remove one or more of the 11 spell types. Cross them out on the Source Factor Construction table – do not write down a type modifier for them and do not calculate a variance. For each spell type removed from the Source Factor Construction table, the magic type's minimum source factor totals are reduced by 1.125, and its Base XP Cost is reduced by 45. (Base XP Cost must still be at least 500, however).

Source factor modifiers for specialized magic types must always be equal to or lower than the base modifier for that type, to a minimum of 1. (You cannot have a specialized school of magic that is bad in casting its specialty!) Some specialized schools of magics might have some source factors below 1. If two spell types unavailable to the magic type, the minimum source factor for one spell type is reduced from 1 to 0.75. If four spell types are unavailable, the minimum source factor for two spell types is reduced from 1 to 0.75. Finally, if six or more spell types are unavailable, the minimum source factor for three spell types is reduced from 1 to 0.75.

EXAMPLE: The Judge decides to create a magic type called Battlelore. Battlelore can only use Blast, Death, Protection, and Wall spells. This eliminates Detection, Enchantment, Healing, Illusion, Movement, Summoning, and Transmogrification, or 7 spell types. Battlelore's minimum source factor total is [11 – (7 x 1.125)] 3.125. Its Base XP Cost is reduced by (7 x 45) 315 points, from 500 to 185. Since six or more spell types are unavailable to the magic type, up to three spell types can have source factors as low as 0.75. Battlelore's source factors are set at Blast 0.75, Death 1, Protection 0.75, and Wall 0.75, for a source factor total of 3.25. Its Base XP Cost works out to 2,810, which rounds to 2,800. Battlelore has far less flexibility than Arcane magic, but a 6th blast, protection, or wall spell using Battlelore could be as powerful as an 8th level spell using Arcane magic!

SPELL PROGRESSION TABLES

The number and levels of spells a caster can use in a single day are determined by cross-referencing the caster's effective level of experience with his magic types' spell progression table. There are three available spell progression tables: the standard, alternative, and improved progression.

Standard: The standard progression allows the caster to use spells of increasingly high level with every other level of experience earned. It gradually but slowly accumulates spells of the lower levels with every level of experience earned. In the ***Player's Companion,*** the standard progression is referred to as

Battlelore Type

Spell Type	Base Modifier	-	Type Modifier	=	Variance	x	Cost of Variance	=	Type Cost	Magic Type's Base XP Cost
Blast	2.25	-	0.75	=	1.25	x	1300	=	1625	
Death	1.5	-	1	=	0.5	x	500	=	500	
Detection	~~1.25~~	-		=		x	~~500~~	=		
Enchantment	~~1.3~~	-		=		x	~~500~~	=		
Healing	1	-		=		x	1000	=		
Illusion	~~1.5~~	-		=		x	~~500~~	=		
Movement	~~1.25~~	-		=		x	~~500~~	=		
Protection	1	-	0.75	=	0.25	x	500	=	125	
Summoning	~~1.2~~	-		=		x	~~500~~	=		
Transmogrification	~~1.25~~	-		=		x	~~500~~	=		
Wall	~~1.5~~	-	0.75	=	0.75	x	~~500~~	=	375	
Total			3.25		n/a		n/a		2625	+ ~~500~~ 185 = 2,810

the "mage" progression, as it is used by mages and (in form or another) all other Arcane casters. Choosing the standard progression does not adjust the magic type's Base XP Cost.

Alternative: At first glance, the alternative progression looks much weaker than the standard progression. It never offers access to 6th level spells, and it doesn't even offer spells at all until 2nd level. These disadvantages are counter-balanced by two advantages: It gets 4th and 5th level spells much faster than the standard progression, and at higher levels it offers 50% more spells per day within each spell level. In the ***Player's Companion***, the alternative progression is referred to as the "cleric" progression as it is used by the cleric and all other Divine casters. Choosing the alternative progression does not adjust the magic type's Base XP Cost.

Improved: The improved progression offers faster access to low- and high-level spells than the standard progression, more spells at higher level than the standard progression, and higher-level spells overall than the alternative progressions. No magic types or classes in ***ACKS*** use the improved progression, but it may be suitable for campaign settings with exceptionally powerful magic-users or high magic. Choosing the improved progression increases the magic type's Base XP Cost by 13.5%. Round the Base XP Cost up to the nearest divisor of 25.

Standard Spell Progression

Level	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	2	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	3	2	1	-
10	3	3	3	3	2	-
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	2
14	4	4	4	4	3	3

Alternative Spell Progression

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	-	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2
10	4	4	3	3	2
11	4	4	4	3	3
12	5	5	4	4	3
13	5	5	5	4	3
14	6	5	5	5	4

Improved Spell Progression

Level	1	2	3	4	5	6
1	2	-	-	-	-	-
2	3	-	-	-	-	-
3	3	1	-	-	-	-
4	3	2	-	-	-	-
5	3	2	1	-	-	-
6	3	3	2	-	-	-
7	4	3	2	1	-	-
8	4	3	3	2	-	-
9	4	4	3	2	1	-
10	4	4	3	3	2	-
11	5	4	4	3	2	1
12	5	4	4	3	3	2
13	5	5	4	4	3	2
14	6	5	4	4	3	3

EXAMPLE #1: The Arcane magic type uses the standard spell progression.

EXAMPLE #2: The Divine magic type uses the alternative spell progression.

EXAMPLE #3: The Judge decides that the Faery magic type will use the alternative spell progression, to represent that faery magic lacks the raw power of arcane magic (no 6th level spells). This does not adjust its Base XP Cost.

EXAMPLE #4: The Judge decides that the Battlelore magic type will use the improved spell progression, to represent the unwavering devotion to magical mastery its elite practitioners display. This increases its Base XP by 13.5% from 2,300 to 2,610, rounded to 2,600.

SPELL REPERTOIRE

The spells available to a spellcaster are called his **spell repertoire**. Practitioners of different types of magic acquire their repertoire in very different ways. There are three mutually exclusive ways that casters of a particular type of magic might acquire its spells, **prayer**, **study**, and **inheritance**. Casters and magic types which use these methods are called **prayerful**, **studious**, and **inherited** respectively.

In ***ACKS***, all arcane magic is studious, and all divine magic is prayerful. When creating a custom magic type, however, the

Judge has complete freedom. A magic type's source factors for spell type, its spell progression, and its method of learning spells are all distinct choices when using these rules!

PRAYERFUL

Prayerful magic is acquired from beseeching extraplanar sources. Prayerful casters receive their spells directly from the deity (or other power) they serve. Their spell repertoire automatically includes a certain number of spells of each level they can cast from the **spell list** made available to them by their deity (but not necessarily every divine spell in existence). Each day, generally in the morning, a well-rested prayerful caster simply needs to pray for at least one hour in order to be able to cast these spells. Of course, the prayerful spellcaster may be expected to pray more than this in order to remain in his deity's good graces!

The number of spells of each level in a prayerful caster's repertoire is equal to (5000 / Base XP Cost), rounded up. If the caster has more or less than a full level progression, this repertoire may be increased or decreased. See the **Magic Type Class Category** section, below.

> EXAMPLE: The Faery magic type has a Base XP Cost of 1,500. If the Faery magic type were prayerful, it would have a repertoire of (5000 / 1,500) = 3.33, rounded up to 4, spells per level. This Judge decides to select a different repertoire acquisition method.

Do *not* select spells for the repertoire now! The selection of spells in a prayerful spell repertoire comes when custom classes are created that use the magic type. The exact spells available for any given prayerful caster class could vary widely. For example, the Cleric Spell List, Shaman Spell List, and Witch Spell List in the ***Player's Companion*** are all examples of the same magic type, Divine, but their spell repertoires vary considerably.

Reversed Spells: Some spells can be cast **reversed**. A reversed spell results in an effect that is opposite to the effect the spell normally causes. Prayerful spellcasters will know both the normal and reversed form of any spell on their spell list. However, Lawful prayerful spellcasters prefer to cast spells in their normal form, and will use the reversed forms only against Chaotic opponents. Conversely, Chaotic prayerful spellcasters will freely cast reversed spells, while using the normal version only to aid comrades and followers. Some prayerful spellcasters may be restricted entirely by their deity from using normal or reversed versions of particular spells (Judge's discretion).

STUDIOUS

Studious magic is acquired from intense study. Studious spellcasters have only a limited repertoire of spells. The base number and level of spells in a studious spellcaster's repertoire is always equal to the number and level of spells he can cast per day. The number of spells of each level in the repertoire is increased by the caster's Intelligence bonus. For instance, assume a 3rd level studious caster is able to cast two 1st and one 2nd level spell per day. His repertoire is two 1st and one 2nd level spells. If he has 16 INT (+2 modifier), then his spell repertoire is increased to four 1st level and three 2nd level spells.

A **formula** for each spell in a studious spellcaster's repertoire must be recorded in his **spell books**. Periodically the caster reviews his spell books to refresh himself on each spell in his repertoire. Spellbooks do not actually have to be books – a different physical object capable of recording information can be used, if that is more appropriate to the magic type being created.

Whatever their physical form, a blank spell book costs 20gp and has 100 "pages". Each spell formula in the repertoire takes up one page per spell level in a spell book. Spell formula are accumulated over time and are useful if the caster wishes to change his repertoire (see below).

As they advance in level, studious spellcasters can add new spells to their repertoire in a few different ways. When they gain a level of experience, they may return to their masters and be out of play for one game week per spell while they are adding new spells to their repertoire. Their masters will teach them spells equal to the number and level of spells the caster can use in a single day. Characters of 9th level or above do not have masters to teach them spells, so they must find or research them. When a master is not available, studious casters depend entirely on finding spell scrolls, finding other spell books with new spells in them, or conducting spell research.

If a new spell is found on a scroll, or another studious spellcaster's spell book, it may be added to the studious spellcaster's repertoire if the character can still learn new spells of that level. If the spell is of too high level to be cast, it cannot be put into the repertoire, but it may be saved to be put into the repertoire in the future. It takes one week of study to add a spell to the character's repertoire. Scribing a spell from a scroll uses it up in

Class Category Value	2000+ Base XP Cost		1,999 – 1,000 Base XP Cost		999 – 500 Base XP Cost	
	Spell Progression	XP Cost Multiplier	Spell Progression	XP Cost Multiplier	Spell Progression	XP Cost Multiplier
4	Full Level	x1	Spells x 133%	x2	Spells x 150%	x4
3	2/3 Level	x0.75	Full Level	x1	Spells x 133%	x2
2	1/2 Level	x0.5	3/4 Level	x0.75	Full Level	x1
1	1/3 Level	x0.25	2/5 Level	x0.4	1/2 Level	0.5
0	None	0	None	0	None	0

the process, but copying spells from a spell book does not erase spells from the book.

Scrolls and spell books are complex and esoteric, and usually written in obscure or dead languages. A scroll or spell book can be read only by the spellcaster who created it, or by a studious spellcaster who can read the language the scroll or spell book is written in. A studious spellcaster can use **read languages** to read a scroll or spell book in an unfamiliar language.

Sometimes a studious spellcaster's spell book will either be lost or destroyed. Each week he goes without access to his spell books, a studious spellcaster loses one spell level from his repertoire, until eventually he knows none at all. A studious spellcaster can rewrite the spells through research and memory at a cost of 1 week of game time and 1,000gp for each spell level. For instance, if two 1st level spells and one 2nd level spell are replaced, it will take 4 weeks and 4,000gp. This activity requires complete concentration, and a character doing this work may not engage in any other activity for the time required.

A studious spellcaster who already has a full repertoire of spells may sometimes wish to replace one spell in his spell repertoire with another of equal level. It costs 1 week of game time and 1,000gp for each spell level to replace a spell in the repertoire with another. For instance, if one 3rd level spell is replaced, it will take 3 weeks and 3,000gp. This activity requires complete concentration, and a character doing this work may not engage in any other activity for the time required. The studious spellcaster 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.

This practice commonly occurs when a spellcaster gets access to more useful spells than what he currently knows, or when a particular adventure requires a spell the caster doesn't normally use. Powerful studious spellcasters generally build large libraries of spell formula and scrolls so that they can replace the spells in their repertoire with new spells when the situation calls for it. For instance, a studious spellcaster confronting a pack of gorgons might wish to learn **stone to flesh** in preparation for the encounter. Given enough time, a studious spellcaster can prepare for almost any challenge.

Reversed Spells: Studious spellcasters treat the normal and reversed version of a spell as separate spells.

INHERITED

Inherited magic is just that, inherited – the caster is born with the power to cast spells. Like studious spellcasters, inherited spellcasters have only a limited repertoire of spells, equal to the number and level of spells they can cast per day. The number of spells of each level in the repertoire is increased by the caster's Charisma bonus. (At the Judge's discretion he may create inherited magic types that benefit from abilities other than Charisma.)

As inherited casters advance in level, they automatically learn new spells equal to the number and level of spells the caster can use in a single day. They do not need or benefit from masters, spellbooks, or scrolls, and are not beholden to any deity or higher power that limits their repertoire. Unlike studious spellcasters, they may not change spells in their repertoire.

Reversed Spells: Inherited spellcasters treat the normal and reversed version of a spell as separate spells.

EXAMPLE: The Faery magic type has an inherited spell repertoire. Faery casters have a spell repertoire equal to the number and level of spells they can cast per day, increased by their Charisma bonus.

MAGIC TYPE CLASS CATEGORY

In order to use a new magic type in play, it will need to be incorporated into one or more custom character classes. As explained in the ***Player's Companion***, creating a custom class is a process of allocating **build points** to various **class categories** that define the strengths and weaknesses of the class. The Divine and Arcane magic types each have their own class category, and any new magic type must have its own class category value as well.

When building a custom class, each class category is allocated between 0 and 4 build points. When more build points are allocated to the class category, more abilities from within that class category are available, and more XP are required to advance in level.

At each build point (1-4), the magic type's spell progression and Base XP Cost is modified upward or downward. As such, different class categories can be more or less powerful and expensive depending on the underlying magic type's Base XP Cost. For example, assigning 2 build points to the Divine value allows a character class to cast spells at the character's actual level, at a cost of 500 XP. Assigning 2 build points to the Arcane value allows a character class to cast spells at ½ the characters' actual level, at a cost of 1,250 XP. This 500% variance is because the Arcane magic type has a Base XP Cost of 2,500 while the Divine magic type has a Base XP Cost of 500.

To determine the XP Cost and rate of spell progression at each build point, find the magic type's Base XP Cost on the Class Category Value table below. Multiply the Base XP Cost by the XP Cost Multiplier at each level. Apply the effects noted on the Spell Progression column to the magic type's spell progression (alternative, improved, or standard), as explained below.

1/3 Level: The class has the ability to cast spells and engage in magic research (see below) at 1/3 its actual class level, rounded down. For instance, at 5th level, the class casts spells as a 1st level caster. The class uses its effective caster level (1/3 its level of experience) for purposes of level-dependent spell ranges, duration, and damage. If the magic type is prayerful, its repertoire is decreased to 1/3 the normal allocation (rounded up).

2/5 Level: The class has the ability to cast spells at 2/5 and engage in magic research its actual class level, rounded down. For instance, at 5th level, the class casts spells as a 2nd level caster. The class uses its effective caster level (2/5 its level of experience) for purposes of level-dependent spell ranges, duration, and damage. If the magic type is prayerful, its repertoire is decreased to 1/3 the normal allocation (rounded up).

1/2 Level: The class has the ability to cast spells and perform magic research at 1/2 its actual class level. After 1st level, round fractions of 0.5 or greater up. For instance, at 5th level, the class casts spells as a 3rd level caster. The class uses its effective caster level (1/2 its level of experience) for purposes of level-dependent spell ranges, duration, and damage If the magic type is prayerful, its repertoire is decreased to 1/2 the normal allocation (rounded up).

2/3 Level: The class has the ability to casts spells and engage in magical research at ⅔ its actual class level. Round fractions of 0.5 or greater up. For instance, at 5th level, the character has the abilities of a 4th level mage. The class uses its effective caster level (⅔ its level of experience) for purposes of level-dependent spell ranges, durations, and damage. If the magic type is prayerful, its repertoire is decreased to 1/2 the normal allocation (rounded up).

3/4 Level: The class has the ability to cast spells and engage in magical research at ¾ its actual class level. Round fractions of 0.5 or greater up. For instance, at 7th level, the character has the abilities of a 5th level mage. The class uses its effective caster level (¾ its level of experience) for purposes of level-dependent spell ranges, duration, and damage. If the magic type is prayerful, its repertoire is decreased to 3/4 the normal allocation (rounded up).

Full Level: The class has the ability to cast spells at its class level according its spell progression.

Spells x 133%: The class has the ability to cast spells and engage in magical research at its class level according to its spell progression. However, increase the class's spells per level by 33%. Round fractions of .5 or greater up. The class uses its class level for all level-dependent spell ranges, durations, and damages; these are not increased by 33%. A class using the Alternative progression with Spells x 133% can cast one 1st level spell per day at 1st level. If the magic type is prayerful, its repertoire is increased by 20% above the normal allocation.

Class Category Value	Codes of Behavior Restriction	Benefit
4	Extreme Code	4 Class Powers or Turn Undead as Cleric of effective caster level
3	Monastic Code	3 Class Powers or Turn Undead as Cleric of effective caster level
2	Clerical Code	2 Class Powers or Turn Undead as Cleric of effective caster level
1	Chivalric Code	1 Class Power or Turn Undead as Cleric of effective caster level
0	None	None

Spells x 150%: The class has the ability to cast spells at its class level according to its spell progression. However, increase the class's spells per level by 50%. Round fractions of .5 or greater up. The class uses its class level for all level-dependent spell ranges, durations, and damages; these are not increased by 50%. A class using the Alternative progression with Spells x 150% can cast one 1st level spell per day at 1st level. If the magic type is prayerful, its repertoire is increased by 50% above the normal allocation.

EXAMPLE: At the bottom of the page are three completed Class Category tables. The first table is for the Arcane magic type, the second table is for the Faery magic type, and the third table is for the Divine magic type.

EXAMPLE: The Judge decides he wants the Faery class category to offer a variety of class powers which can be used on a variety of spell-like abilities. He decides the class category will offer the maximum number of powers – 4 at class category value 4, 3 at class category value 3, 2 at class category value 2, and 1 at class category value 1. This raises the cost of the class category. Class category value 4 now costs [3,000 + (75 x 4)] 3,300 XP. Class category value 3 now costs [1,500 + (75 x 3)] 1,725 XP. Class category value 2 now costs [1,125 + (75 x 2)] 1,275 XP. Class category value 1 now costs (560 + 75) 635 XP.

ADDING CLASS POWERS

A class category can provide one or more class powers at some or all of its class category values. Each class power costs 75 XP. Add the cost of the class powers to the final XP cost of the class category at each class category value. A magic type class category can provide a maximum of one class power per point of class category value.

The specific class powers offered can be defined in advance for the class category, or left as "open slots" to be filled with class-specific powers.

CODES OF BEHAVIOR

The Divine magic type carries a restricted **code of behavior** that limits its casters' choices and courses of action. Other types of casters may also carry codes of behavior. For prayerful magic types, the code of behavior generally comes for the magic type's deity or religious order. For studious magic types, the code of behavior might arise from purification requirements, ascetic traditions, lifelong curses, taboos, or impositions arising from the study of magic. For inherited magic types, the code of behavior might be due to a madness or abnormality, a strange and unearthly longing, or a nature alien to normal mankind.

In exchange for accepting a code of behavior, a magic type gains special powers not otherwise available. The more build points assigned to the magic type's class category when building the class, the more restrictive the behavior code will be, but the more benefits will be gained, as shown on the table below.

Class Category Value	Arcane (Base XP Cost 2,500)		Faery (Base XP Cost 1,500)		Divine (Base XP Cost 500)	
	Spell Progression	XP Cost	Spell Progression	XP Cost	Spell Progression	XP Cost
4	Full Standard	2,500	Spells x 133%	3,000	Spells x 150%	2,000
3	2/3 Standard	1,875	Full Alternative	1,500	Spells x 133%	1,000
2	1/2 Standard	1,250	3/4 Alternative	1,125	Full Alternative	500
1	1/3 Standard	625	2/5 Alternative	600	1/2 Alternative	250
0	None	0	None	0	None	0

Class Category Value 1: The class's code will be similar to the commandments on a lay member of a religious faith, such as not to commit adultery, to follow minor dietary restrictions, and to engage in prayer on worship days, etc. A knight's chivalric vows would also qualify.

Class Category Value 2: The code will add additional rules to an extent similar to that imposed on clergy, such as monogamy or celibacy, restrictions on dress, bans on certain indulgences, strict dietary rules, daily prayer, etc. The bladedancer, cleric, dwarven craftpriest, and shaman have such codes.

Class Category Value 3: The code will require a highly restrictive set of behaviors akin to those of a monastic order, including vows of chastity, obedience, and so on.

Class Category Value 4: The class's code will be similar to that of the value below, but with an additional restriction such as pacifism, silence, or poverty. The Priestess class has a class category 4 code.

As with the selection of the spell repertoire, the exact nature of the code of behavior should be left undetermined until specific custom classes are built for the magic type. Different classes within the same magic type may have different codes of behavior depending what value is assigned to the magic type's category value.

A code of behavior need not demand virtue – a class's code could dictate strange or vile behavior if appropriate to the class's concept. For example, a cultist class devoted to chaotic powers might require ritual sacrifices, or use of strange drugs. The Judge is the ultimate authority on the permissibility of any class's code.

EXAMPLE: The Faery magic type represents otherworldly magic inspired by folklore and fairy tales. Therefore the Judge decides he wants the Faery class category to have a Code of Behavior which reflects superstitions and taboos that delimit its spellcaster's behavior.

Note: **There is an asymmetry between class power availability and turn undead. A cleric-like class with a code of behavior can gain the ability to turn undead at his class level with 2 build points, while a mage-like class with a code of behavior cannot gain the ability to turn undead at his class level until 4 build points; but the cleric-like class can only get 2 class powers for giving up turn undead while the mage-like class can get 4 class powers. The asymmetry makes it relatively more expensive (in terms of XP per level or class powers forsaken) for powerful casters to also be able to turn undead. The custom class rules in *ACKS* are designed to penalize classes that attempt to "do everything" and to prevent classes from being made that are better at core class abilities than the core classes are.**

MAGIC RESEARCH

All types of magic offer their casters the ability to engage in magic research, but the exact abilities granted can vary widely between types. Magic research actually consists of nine different abilities: collecting and using divine power; researching spells; scribing scrolls; brewing potions; creating permanent magic items; casting ritual spells; creating and designing magical constructs; create magical crossbreeds; and granting unlife. Each of these abilities has an effective caster level requirement as well as other prerequisites, detailed below.

Collect and Use Divine Power: This is the ability for the character to draw on the divine power of a higher being to further magical research. Divine power can be collected from congregants and/or from sacrifice (if Chaotic). Divine power is avail-

Magic Research Ability	Caster Level	Other Prerequisites
Collect/Use Divine Power	1st	Code of Behavior
Research Spells	5th	Prayerful or Studious Magic
Scribe Scrolls	5th	Prayerful or Studious Magic
Brew Potions	5th	Transmogrification modifier 1.25 or less
Create Permanent Magic Items	9th	Enchantment modifier 1.5 or less
Cast Ritual Spells	11th	None; Effects vary by Progression
Create and Design Constructs	11th / 9th	Blast modifier 1.5 or less or Dwarf
Create Crossbreeds	11th	Transmogrification modifier 1 or less
Grant Unlife	11th	Death modifier 1.5 or less

able at 1st level. However, in order to collect and use divine power, the class must have some strictures dictated by its faith or imposed by the being granting the power. As such, only classes with a Code of Behavior gain this ability. The Arcane magic type does not enforce a Code of Behavior on its spellcasters, so they are not afforded this ability.

EXAMPLE: The Judge has determined that Faery magic imposes a Code of Behavior. Therefore any classes built with the Faery class category offer the ability to collect and use divine power, presumably from the royal courts of the fey or perhaps the otherworldly realm of the faery itself.

Research Spells: This is the ability for the character to use spell research spells that he does not have access to from scrolls, spell books, or (if a prayerful spellcaster) his deity. This ability is gained at an effective caster level of 5. However, magic types with an inherited repertoire never offer this ability.

EXAMPLE: The Judge has determined that Faery magic is inherited, so classes built with the Faery class category never offer the ability to research spells.

Scribe Scrolls: This is the ability for the character to create scrolls inscribed with spells. This ability is gained at an effective caster level of 5. This ability can be gained at level 3 if the ability to Brew Potions is delayed until level 7. (This option is not available if the magic type is disqualified from brewing potion altogether.) As with researching spells, spellcasters with an Inherited never gain this ability.

EXAMPLE: The Judge has determined that Faery magic is inherited, so classes built with the Faery class category never offer the ability to scribe scrolls.

Brew Potions: This is the ability for the character to brew single-use potions. This ability is gained at an effective caster level of 5. In order to offer this ability, the magic type must have a Transmogrification modifier of 1.25 or less. This ability can be gained at level 3 if the ability to scribe scrolls is delayed until level 7. (This option is not available if the magic type is disqualified from scribing scrolls altogether.)

EXAMPLE: Faery magic has a Transmogrification modifier of 1, so classes built with the Faery class category will offer the ability to brew potions ability at 5th level.

Create Permanent Magic Items: This is the ability for the character to make multi-charge and permanent magic items such as wands, rings, swords, and armor. This ability is gained at an effective caster level of 9. In order to offer this ability, the magic type must have an Enchantment modifier of 1.5 or less.

EXAMPLE: Faery magic has an Enchantment modifier of 1, so classes built with the Faery class category will offer the ability to create permanent magic items at 9th level.

Cast Ritual Spells: This is the ability for the character to learn and cast very powerful enchantments. This ability is gained at an effective caster level of 11. If the magic type follows the Standard or Improved progression, it will offer ritual spells of 7th, 8th, and 9th level. If the magic type follows the Alternative progression, it will offer ritual spells of 6th and 7th level.

EXAMPLE: Faery magic follows the Alternative progression. Therefore, classes built with the Faery class category will gain the ability to cast ritual spells of 6th and 7th level when they reach 11th level.

Create and Design Constructs: This is the ability for the character to craft magical constructs such as gargoyles and golems. This ability is gained at an effective caster level of 11, or 9 if the character is a Dwarven class. In order to offer this ability to non-Dwarves, the magic type must have a Blast modifier of 1.5 or less. Thus, the Divine magic type, with a Blast modifier of 2.25, does not afford non-Dwarven casters the ability create crossbreeds.

EXAMPLE: Faery magic has a Blast modifier of 2.25, so classes built with the Faery class category will never offer the ability to create and design constructs, unless they are Dwarven custom classes.

Create Crossbreeds: This is the ability for the character to magically blend different progenitor creatures together to create a crossbreed monster. This ability is gained at an effective caster level of 11. In order to offer this ability, the magic type must have a Transmogrification modifier of 1 or less. Thus, the Divine magic type, with a Transmogrification modifier of 1.25, does not afford its casters the ability create crossbreeds.

EXAMPLE: Faery magic has a Transmogrification modifier of 1, so classes built with the Faery class category will offer the ability to create crossbreeds ability at 11th level.

Grant Unlife: This is the ability for the character to transform creatures into intelligent undead through necromancy. This ability is gained at an effective caster level of 11. In order to offer this ability, the magic type must have a Death modifier of 1.5 or less. Granting unlife is limited to Chaotic spellcasters, but this is a limitation of alignment rather than magic type.

EXAMPLE: Faery magic has a Death modifier of 1.5, so classes built with the Faery class category will offer the ability to grant unlife ability at 11th level.

SAVING THROW PROGRESSION

In the ***Player's Companion*** custom class creation system, every class is assigned a saving throw progression based on its highest of the four class category values (Fighting, Thievery, Divine, or Arcane). The saving throw progression is critical, because it also determines the character's magical item options, prime requisite, proficiencies, and hit points after 9th level.

Since these rules add the ability to create new class category values offering new magic types, it is entirely possible that character classes might have saving throw progressions that don't exist yet. For instance, at what rate does a class with Faery 3, Fighting 1 advance in saving throws? How many hit points does it receive after 9th level? What magic items can it use? These rules explain how to create a unique saving throw progression for newly-created class categories.

PROGRESSION RATE

The class category of a new magic type will have a saving throw progression rate such as "2 points every 6 levels". This rate is determined by its source factor total, its repertoire acquisition method, and its code of behavior.

Source Factor Total	Inherited or Studious, No Code of Behavior	Inherited or Studious, With Code of Behavior	Any Prayerful
12.5 or less	2 points every 6 levels	2 points every 6 levels	2 points every 4 levels
12.6 – 13.5	2 points every 6 levels	2 points every 4 levels	2 points every 4 levels
13.6 or more	2 points every 4 levels	2 points every 4 levels	2 points every 4 levels

EXAMPLE: Faery magic is inherited, imposes a code of behavior, and has a source factor total of 12.75. Classes with the Faery saving throwing progression will improve their saving throws by 2 points every 4 levels (like a cleric).

The saving throw progression rate also determines proficiency acquisition; characters choose one additional proficiency chosen from their class list each time they complete a full (2-point) saving throw progression.

EXAMPLE: Classes with the Faery saving throw progression will gain one class proficiency at 4th, 8th, and 12th level.

MAGIC ITEM USAGE

The magic items available to classes with the new saving throw progression are determined by cross-referencing its repertoire acquisition method with the quotient of its Blast modifier / Healing modifier on the table below. If a choice of two magic item selections is available, the choice should be made by class, not by class category.

Source Factor Total	Blast modifier / Healing modifier 0.67 – 1.10	1.10 – 1.50	1.6 – 2.25
12.5 or less	Mage	Mage and Cleric	Mage or Cleric
12.6 – 13.5	Mage or Cleric	Mage and Cleric	Mage or Cleric
13.6 or more	Mage or Cleric	Mage and Cleric	Cleric

EXAMPLE: Faery magic has a source factor total of 12.75. It has a Blast modifier of 2.25 and a Healing modifier of 1, which yields a quotient of 2.25. Therefore the class category can offer the ability to use either mage or cleric magic items. This choice is left open until specific custom classes are built for the magic type.

PRIME REQUISITE

The prime requisite(s) of classes with the new saving throw progression are determined by cross-referencing its repertoire acquisition method with the quotient of its Blast modifier / Healing modifier on the table below. If a choice of two prime requisites is available, the choice should be made by class, not by class category.

Repertoire	Blast modifier / Healing modifier		
	0.67 – 1.10	1.10 – 1.50	1.6 – 2.25
Prayerful	INT and WIS	INT or WIS	WIS
Studious	INT	INT or WIS	INT and WIS
Inherited	INT and CHA	CHA	CHA and WIS

EXAMPLE: Faery magic is inherited. It has a Blast modifier of 2.25 and a Healing modifier of 1, which yields a quotient of 2.25. The prime requisites of classes with the Faery saving throw progression will therefore be CHA and WIS.

HIT POINTS AFTER 9TH LEVEL

Any class category offering spellcasting will have a saving throw progression that grants 1 hit point per level after 9th.

HIT POINTS AFTER 9TH LEVEL

After 8th level, the amount of experience required to advance no longer doubles. Instead, it increases by a flat amount each level. The amount required is based on the saving throw progression. Determine this amount based on the magic type's source factor total:

» Source Factor total of 14 or more: Additional 100,000XP for each level after 8th.

» Source factor total 13.1 to 14: An additional 120,000XP for each level after 8th.

» Source factor total 13 or less: An additional 150,000XP for each level after 8th.

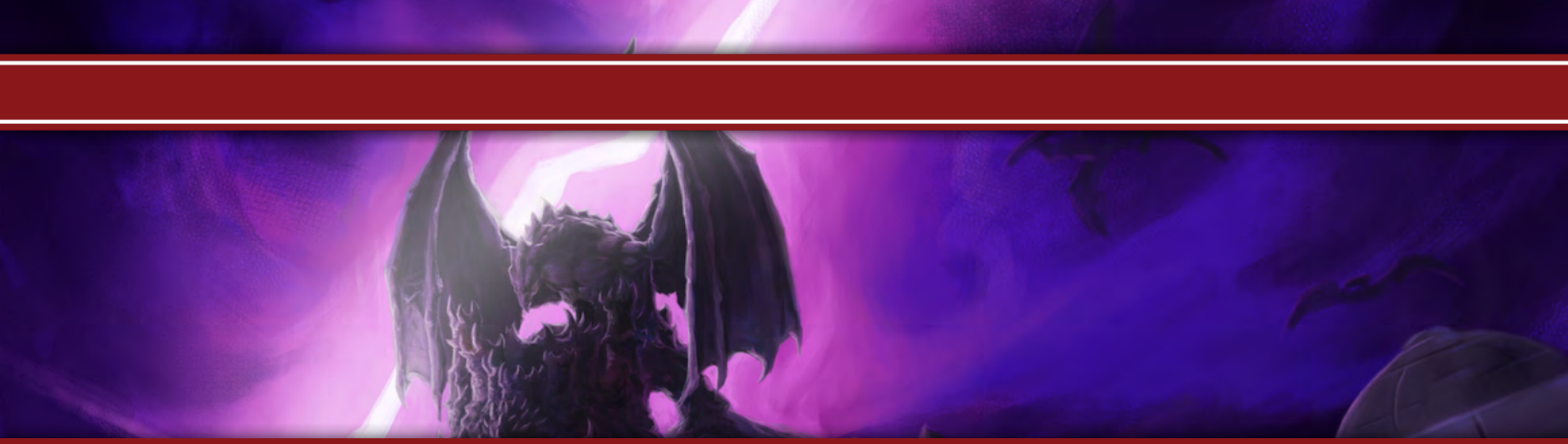
EXAMPLE: Faery magic has a source factor total of 12.75. Classes with the Faery saving throw progression will require an additional 150,000XP for each level of advancement after 8th.

SPELL LIST

The final stage of creating a new magic type is to create a spell list of 10 to 20 spells of each level for your new magic type. This spell list will serve as the basis from which studious and inherited casters of the new type learn spells, or from which prayerful caster classes select their repertoire. If the new magic type is Prayerful, you should create multiple spell lists, reflecting the varying spell selection offered by different deities and higher beings.

Spell lists can include new spells custom-created for your magic type and/or existing spells imported from the various Arcane and Divine spell lists. See *Player's Companion, Chapter 5*, for rules on creating custom spells. Remember to apply the appropriate magic type's source factors when building its spells.

When importing spells from the various Arcane and Divine spell lists, you will need to compare the source modifier applied to spells of its category based on its type (Arcane or Divine) with the source modifier for that category of spells applied by your new magic type. If your new magic type has the same source modifier for that category as magic type from which you're importing it, no modification is required. However, if your new magic type has a different source modifier, you'll need to increase or decrease the spell's level accordingly.



THE SHADES OF MAGIC

BECAUSE POWER CORRUPTS, AND MAGICAL POWER CORRUPTS MAGICALLY

By Alexander Macris

In *Beyond Arcane and Divine* (p. XX), we introduced new mechanics allowing Judges to design new types of magic. One of those mechanics allowed for spellcasters to be restricted by Codes of Behavior. This article introduces the concept of Shades of Magic as a replacement for Codes of Behavior.

Instead of a code that mandates how a spellcaster must act, the shades of magic leave a spellcaster with complete free will - while nevertheless imposing sharp limits on the spellcaster's behavior if he wishes to avoid falling to darkness. But of course, not everyone wishes to avoid corruption. The dark side is, after all, quicker, easier, and more seductive. These rules were developed for our upcoming Heroic Companion, but we're opening up the hood to let you deploy them for magic types of your own.

SHADED MAGIC

In lieu of imposing a code of behavior, a magic type may be **shaded**. Shaded magic can be dangerous to a caster's soul. Shaded magic types divide their spells into three categories, depending on how dangerous they are to case.

» Spells which have an inherently corrupting influence on the soul are **black magic**.

» Spells which may or may not be corrupting, depending on the purposes to which they are used, are **grey magic**.

» Spells which are inherently safe to cast are called **white magic**.

CORRUPTION

Shaded spellcasters acquire **corruption points** whenever they learn or cast a black magic spell, or cast grey magic spells for certain corrupt purposes:

» Each time a black magic spell is learned, the caster acquires a number of corruption points equal to the spell's level.

» Each time a black magic spell is cast, the caster acquires one additional corruption point.

» Each time a grey magic spell is used in order to coerce, deceive, harm, or rob a Lawful or sapient Neutral target, the caster acquires one corruption point.

EXAMPLE: Baldur has come into possession of a Chaotic spellcaster's spellbook. After several weeks of study, Baldur learns **darkness** (a 1st level black magic spell) and **deathless minion** (a 2nd level black magic spell). He acquires 3 corruption points, 1 for learning **darkness** and 2 for learning **deathless minion**. When Baldur is caught with the Chaotic spellbook, men-at-arms from the local militia (Neutral men) are sent to arrest him for sorcery. Baldur casts **burning sparks** (a 2nd level grey magic spell) against his would-be captors, killing one guard and wounding two others. He gains 1 corruption point for casting grey magic to harm sapient Neutrals. Baldur then casts **deathless minion** to animate the slain guard, gaining another 1 corruption point for casting a black magic spell. After making his escape, Baldur has accumulated a total of 5 corruption points.

When a caster accumulates a number of corruption points equal to his Wisdom score, his alignment shifts one step towards Chaotic. When a caster accumulates twice his Wisdom score in corruption, his alignment shifts a second step towards Chaotic. Characters who begin Neutral are not affected by the first stage of corruption, and characters who begin Chaotic are not affected by the first two stages of corruption.

When a caster accumulates a number of corruption points equal to three times his Wisdom score, and for each additional multiple of his Wisdom score the caster accumulates in corruption points thereafter, he acquires a **corrupting weakness**. The Judge will randomly determine or pick from the list below:

1. **Disfigured:** Sorcerous studies have begun to make the caster a monstrous figure, leaving him misshapen limbs, clawed hands or feet, hideous scarring, strangely colored eyes, and so on. Each disfigurement imposes a -2 reaction rolls with sapient creatures of Lawful or Neutral alignment.

2. **Distrusted:** Lore best left unstudied has twisted the caster's demeanor and personality. A reaction roll with sapient creatures of Lawful or Neutral alignment can never achieve a friendly (12+) result. Each time this weakness is selected thereafter, reduce the best possible reaction roll by one further step.

3. **Enervated:** The caster's exploration of sinister sorcery has sapped his soul of strength and vigor. His Constitution is reduced by 2 points each time this weakness occurs.

4. **Frightening to Beasts:** The caster's corruption is unsettling to animals. They growl, hiss, rear up, and otherwise make their displeasure known whenever he is within 10'. The caster suffers a -4 reaction roll when encountering animals or giant animals. He cannot ride normal mounts. Characters with Beast Friendship proficiency can detect something is unnatural about the caster, but do not suffer a reaction roll penalty. If the caster himself had Beast Friendship proficiency, the proficiency's effects now only help when dealing with wild predators and scavengers, such as wolves and vultures.

5. **Haunted:** Whispers from the beyond plague the caster. They are difficult to ignore, and impose a -2 penalty to hear noise throws and -1 penalty to initiative and surprise rolls. The penalty is cumulative each time this weakness occurs.

6. **Mad:** So disturbing are the caster's dark secrets that he has begun to lose his grip on reality. Each day he must make a saving throw versus Spells or go mad for 1-10 hours. The caster's first saving throw against madness is at +20, but each consecutive saving throw is one point less advantaged. When the caster goes mad, he falls under the Judge's control for 1d10 hours, during which time his behavior is entirely unpredictable. The day after a bout of madness, the caster resumes his saving throws with a +20 bonus.

7. **Mutation:** The corrupting influences of dark magic have begun to warp the caster's body. The first time this weakness occurs, roll 1d10 on the Player's Companion Magical Mutations sub-table. The second time it occurs, roll 1d10+1. The third time it occurs, roll 1d10+2, and so on.

8. **Nocturnal:** Creatures of darkness and evil hunt by night, and sleep by day. So too does the caster. He cannot regain spells unless he sleeps during the day. Due to his nocturnal habits, he suffers a penalty of -2 to all throws when in sunlight. This penalty is increased by an additional 2 points each time this weakness occurs.

9. **Obsession:** The caster's self-control and will begin to erode in the face of ongoing corruption. His Wisdom is reduced by 2 points each time this weakness occurs. Note that this result may cause the caster to acquire more weaknesses by increasing the ratio of his corruption points to his Wisdom!

10. **Sleepless:** Haunted by nightmares and disturbing visions of the grave, the caster finds it hard to sleep. Each time he attempts to rest, he must roll 1d6. On a 1, the caster tosses and turns all night, regaining no hit points and recovering no spells. The chance of sleeplessness increases by 1 each time this weakness occurs, to a maximum of five times.

The maximum number of weaknesses a caster may have is equal to the highest level spell he can cast. Such a caster is as depraved as he can be, given his knowledge; additional corruption cannot taint him further until he unlocks even darker secrets (e.g. learns higher level spells). He still accumulates corruption points, however.

EXAMPLE: Baldur is a 7th level Neutral loremaster with 11 Wisdom. Over several months of studying a Chaotic spellbook, Baldur accumulates 11 corruption points. This is sufficient to cause Baldur's alignment to shift one step, but because he is Neutral he ignores this first stage of corruption. On a dangerous adventure, he casts several black magic spells, and accumulates 22 corruption points. Baldur's alignment now shifts another step, which he cannot ignore; he becomes Chaotic aligned.

With his new alignment, evil deeds come easier to him, and Baldur soon racks up more corruption. When accumulates 33 corruption points, Baldur acquires his first corrupting weakness. The Judge rolls a 1 on 1d10, indicating that Baldur is now **disfigured**. Because Baldur has been casting a lot of necromancy spells, the Judge decides that Baldur has taken on a corpse-like appearance, with pale yellowish skin, gaunt flesh, and reddish eyes. Baldur now suffers a -2 reaction roll with sapient Lawful and Neutral creatures.

The disfigured Baldur is now shunned by all good creature and sees little point in "playing nice" anymore. He soon accumulates many more corruption points. At 44, 55, and 66 corruption points, he accumulates his second, third, and fourth corrupting weakness. He becomes **nocturnal** (-2 penalty to throws in sunlight), **haunted** (-2 to hear noise, -1 initiative and surprise rolls), and **mutated** – with a roll of 8 on the Magical Mutation sub-table indicating he grows large fangs which prevent intelligible human speech (though not spells). At 8th level he accumulates 80 corruption points, but he cannot acquire more than four weaknesses, because the highest level spell he can cast is 4th. When Baldur reaches 9th level, and becomes capable of 5th level spells, he has acquired 103 corruption points. He immediately acquires his fifth weakness – another result of **nocturnal** means that he now suffers -4 penalty to throws in sunlight.

IDENTIFYING THE SHADE OF MAGIC

Any spell school that uses the Shades of Magic must categorize its body of spells into black, grey, and white. To determine the shade of a spell, consult the checklists below. Always start with the black magic checklist, then proceed to the grey magic checklist, then to the white magic checklist. The following types of spells should be considered black magic:

» Death and necromancy spells of any sort, except those which exclusively harm the undead.

» Detection spells reversed to conceal black magic (e.g. **undetectable curse**).

» Enchantment spells which are capable of charming or commanding sapient creatures for more than an hour. Having the power to enslave the will of sapient creatures for long periods of time is inherently corrupting.

» Enchantment spells which cause fear in living creatures, unless limited to target evil creatures. Causing fear and terror is an inherently black deed.

» Illusion spells which send phantasmal killers against the target. Causing fear and terror is, again, a black deed.

» Healing spells reversed to cause harm (e.g. **cause light wounds** or **cause disease**). Perverting healing magic is always black.

» Protection spells reversed to operate against good creatures (e.g. **protection from good**) or harm the target (**bane**).

» Summoning spells which communicate with or summon creatures from thin air (other planes of existence); or summoning spells which summon Lawful or sapient Neutral creatures which are compelled to serve the caster or any Chaotic creatures.

» Wall spells with necromantic components (e.g. **wall of corpses**).

The following types of spells should be considered grey magic:

» Blast spells of any type.

» Enchantment spells which are capable of charming or commanding sapient creatures, but not for more than an hour; and other enchantment spells which are not limited to targeting evil creatures.

» Illusion spells which render the target invisible or inaudible, or which can be disbelieved.

» Movement spells which can affect objects or unwilling targets.

» Transmogrification spells which can affect unwilling targets.

» Wall spells of any type except **walls of corpses**.

The following types of spells should be considered white magic:

» Death spells which exclusively harm the undead.

» Detection spells which are not black.

» Enchantment spells which are limited to targeting evil creatures.

» Healing spells, except if reversed to cause harm.

» Illusion spells which cannot be disbelieved, except for inaudibility and invisibility.

» Movement spells which can only affect willing targets.

» Protection spells, except if reversed to operate against "good" creatures or to harm the target.

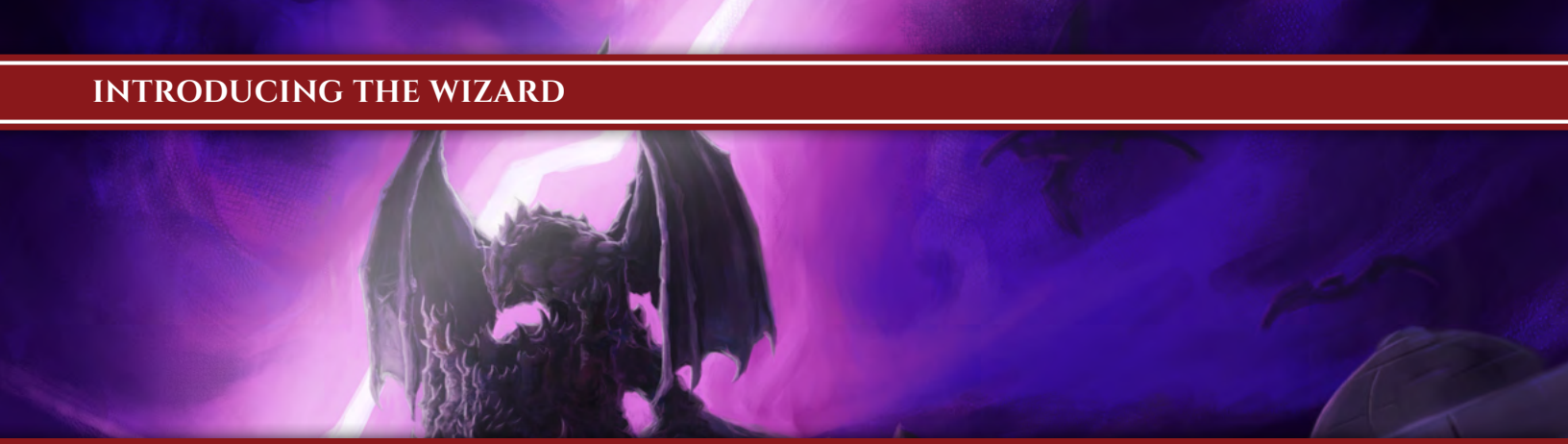
» Transmogrification spells which can only affect objects or willing targets.

» Summoning spells in which the creature(s) summoned must arrive by means of their own locomotion from the nearest lair and are either sapient Lawful creatures which serve Lawful casters; or are unintelligent Neutral creatures.

» Any other spell which is not black or grey.

Robert E. Howard Memorial Rule (Optional): The taint on this type of magic is very strong. All of its grey magic spells are considered black magic. This magic type's spellcasters gain 1 bonus class power per point of class category value.

H.P. Lovecraft Memorial Rule (Optional): The taint on this type of magic is so dark that there are no "pure" spells all. *All* of its spells are considered black magic. This magic type's spellcasters gain2 bonus class powers per point of class category value.



INTRODUCING THE WIZARD

MANKIND'S MIGHTIEST PRACTITIONERS OF ARCANE MAGIC

By Alexander Macris and Charles Myers

The wizard class was originally created by Charles Myers, and appears on his blog **By This Axe I Rule**. It was an application of the "one class, four paths" approach that we pioneered with the Witch class in the ACKS Player's Handbook. The witch class itself was a class created with and as a reward for Charles, who was our highest-tier backer on Player's Companion. A huge thank you goes out to him for his contributions to ACKS throughout!

When using the custom class rules in Player's Companion there is almost no way to get any class powers for an Arcane 4 spellcaster, so Charles's wizard was an Arcane 3, Thief 1 build, like the warlock. This afforded Charles three class powers to play with, along with a fourth from dropping two-handed weapon fighting style, but it meant that the wizard was not as good a spellcaster as the mage.

The new wizard class is an Arcane 4 build with four class powers. This was accomplished by assigning a **code of behavior** to the Arcane value, which affords one class power per point spent in the class category value. (Codes of behavior were introduced in the article *Beyond Arcane and Divine* found in this issue, p. XX).

The code of behavior assigned to the wizard is shaded magic. Shaded magic makes spellcasting perilous for the caster. Like the arcanists in Tolkien, However, and Lovecraft, the wizard risks his body and spirit whenever he casts grey or black magic. (Shaded magic was introduced in the article *The Shades of Magic* in this issue, p. XX).

Since the new wizard is an Arcane 4 caster, it has the same level advancement, XP requirements, and spell progression as, and both cast arcane spells. However, the wizard has a lot more special abilities than the mage, to compensate for the fact that his spellcasting is limited by the shades of magic.

Because the wizard has a lot more class powers, and more interesting choices as it advances, it's probably more fun to play than the mage; it also is more challenging to play, because wrong decisions in learning and casting spells can send you on a one way road to chaos and damnation.

There are a few different ways you can add the wizard to your campaigns:

1. You can use the wizard alongside the mage. If you enjoy a "kitchen sink" approach to your setting, then wizardry might represent a more ancient, more dangerous art, still existent but largely abandoned by civilized spellcasters who rely on safer methods of magery.

2. You can replace the mage with the wizard. This is a great option if you want to have a Tolkienesque or Howardian flavor to magic.

3. You can use the wizard as a template for rebuilding ALL the magic-using classes as shaded spellcasters. This is the approach I take in the Heroic Companion, which actually swaps out arcane and divine casting entirely for an integrated "eldritch" magic which has its own unique spells, subject to shaded magic limitations.

And now, on to the class!

WIZARD

"You cannot pass," he said. The orcs stood still, and a dead silence fell. "I am a servant of the Secret Fire, wielder of the flame of Anor. You cannot pass. The dark fire will not avail you, flame of Udûn. Go back to the Shadow! You cannot pass." – Gandalf, in The Lord of the Rings (J.R.R. Tolkien)

Prime Requisite: INT
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

Wizards are mankind's mightiest practitioners of arcane magic. The most powerful wizards can shatter the gate of a fortress with a blow from their staff, and summon up a thunder-storm with a song. Some wizards succumb to the temptations of their great power, and are counted among the enemies of men; but most use their knowledge to advise, guide, and protect the realm from the evils that assail it.

At first level, wizards hit an unarmored foe (AC 0) with an attack throw of 10+. Like mages, they advance in attack throws and saving throws by two points every six levels of experience. Wizards are limited to fighting with the weapons taught by their college (see below), and are unable to use shields, fight with two weapons, or wear any kind of armor.

All wizards can magically accomplish simple illusions and sleight of hand tricks suitable for impressing peasants, such as lighting a candle or shaping a smoke ring, at will. To cast these **prestidigitations**, the wizard merely must be able to perform the task physically, and be free to speak and gesture. He may use prestidigitation to pick pockets as a thief of one half his class level.

As they grow in power, wizards are able to **learn and cast arcane spells** as a mage of their class level. The number and levels of spells the wizard can use in a single day are listed on the Wizard Spell Progression table. A wizard's spell selection is limited to the spells in his **repertoire**. A wizard's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. All wizards can use any magic items usable by mages.

A wizard's advancement in the magical arts is shaped by his **college of wizardry**. The origin of the colleges of wizardry is lost in the mists of time. However, the colleges of Artifice, Fellowship, Lore, and Nature are believed to be the oldest of the colleges. Graduates of these colleges are known for their white, grey, blue and brown robes, respectively.

When a wizard is created, select a college for the character from the Wizard Colleges table below. (Judges may create colleges specific to their campaign setting if desired.) Each college teaches the use of a selection of four weapons for self-defense, four proficiency selections which are added to the Wizard Proficiency List as potential class proficiency choices, and four special abilities earned as they advance in level.

Wizard Level Progression					Wizard Spell Progression					
Experience	Title	Level	Hit Dice	Special Abilities	1	2	3	4	5	6
0	Initiate	1	1d4	College, prestidigitation, spells	1	-	-	-	-	-
2,500	Adept	2	2d4	-	2	-	-	-	-	-
5,000	Theurgist	3	3d4	College	2	1	-	-	-	-
10,000	Magician	4	4d4	-	3	2	-	-	-	-
20,000	Thaumaturge	5	5d4	Magic research (minor), college	3	2	1	-	-	-
40,000	Enchanter	6	6d4	-	3	3	2	-	-	-
80,000	Conjurer	7	7d4	-	4	3	2	1	-	-
160,000	Mage	8	8d4	-	4	3	3	2	-	-
310,000	Wizard	9	9d4	Magic research, college, tower	4	4	3	2	1	-
460,000	Wizard, 10th level	10	9d4+1*	-	4	4	3	3	2	-
610,000	Wizard, 11th level	11	9d4+2*	Magic research (advanced), college	5	4	4	3	2	1
760,000	Wizard, 12th level	12	9d4+3*	-	5	4	4	3	3	2
910,000	Wizard, 13th level	13	9d4+4*	-	5	5	4	4	3	2
1,060,000	Wizard of the Council	14	9d4+5*	-	5	5	4	4	3	3

*Hit point modifiers from constitution are ignored

College	Description
Artifice	The college of Artifice sees magic as a mechanical process to be studied systematically in order to decipher its operations and improve upon them. Its wizards frequently seek out the company of dwarves, who share their fascination with artificial things made with metal and fire.
Fellowship	The college of Fellowship teaches that magic is a manifestation of the divine spark within every sapient creature. Its wizards are often found in adventuring parties, carrying divine light into the shadowed places of the world.
Lore	The college of Lore teaches that magic is governed by secret laws and esoteric principles. Its wizards seek out forgotten knowledge and share insights with sages and scholars.
Nature	The college of Nature views magic as a force of nature, created and sustained by life. Its wizards live in the wild places of earth, and find friendship with birds, beasts, elves, and shamans.

Wizard of Artifice

Class Proficiencies: Bargaining, Bribery, Command, Siege Engineering

Weapons: Dagger, dart, staff, whip

1st level: The wizard has studied the craft of magic and the methods by which it is worked into objects. The wizard gains one rank of **Magical Engineering** proficiency.

3rd level: The mechanisms of war are among the most intricate ever crafted by man, and worthy of deep study. The wizard gains one rank of **Siege Engineering** proficiency.

5th level: The science of making reveals the art of unmaking. Once per day the wizard can cast **dispel magic** (as the 3rd level arcane spell).

9th level: Years of careful laboratory work begin to pay off as the wizard develops **flawless precision**. When conducting ordinary magic research (i.e. not using experimental methods), the wizard avoids automatic failures on unmodified die rolls of 2-3. An unmodified die roll of 1 is still an automatic failure, however.

11th level: The wizard is an **innovative researcher** capable of devising solutions that other wizards would never even conceive of. His bonus on magic research throws from using experimental methods is doubled (e.g. conventional methods provide a +4 bonus).

Wizard of Fellowship

Class Proficiencies: Beast Friendship, Command, Divine Blessing, Leadership

Weapons: Club, dagger, dart, staff

1st level: The wizard is an ever-present reminder of light and hope in a dark world. He gains the ability to **inspire courage**, as a bard.

3rd level: The wizard is ready to take the battle to the enemy. He gains **Martial Training** in short swords, swords, and two-handed swords.

5th level: Though he may take a humble mien as he walks among the common man, a wizard in the fullness of his power is a luminous being that the dark cannot stand against. Once per day the wizard can cast **sustained protection from evil** (as the 3rd level arcane spell).

9th level: The wizard is blessed with an **aura of protection** that grants a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. The wizard's aura of protection appears as a golden halo when viewed with magic.

11th level: The powers of darkness cannot stand before the wizard's **bright lore**. The character can turn undead as a cleric of one-half his class level. If the character casts spells that require a saving throw versus Paralysis, his targets suffer a -2 penalty on the save. When the character casts spells that dispel or protect against magic or evil, the spell effects are calculated as if he were two class levels higher than his actual level of experience.

Wizard of Lore

Class Proficiencies: Mapping, Navigation, Riding, Seafaring

Weapons: Dagger, dart, sling, staff

1st level: The wizard has undertaken a careful study of ancient annals and occult mysteries. He gains the **Loremastery** proficiency.

3rd level: Few books and scrolls of interest to the wizard are written in the Common tongue, so the wizard must master obscure scripts, codes, and languages. He may **read languages** (including ciphers, treasure maps, and dead languages, but not magical writings) with a proficiency throw of 5+ on 1d20. If the roll does not succeed, the wizard may not try to read that particular piece of writing until he reaches a higher level of experience.

5th level: In his studies, the wizard has learned ancient runes of power. Once per day, he can cast **glyphs of warding** (as the 3rd level divine spell).

9th level: The wizard's pursuit of magical learning has revealed **secret knowledge**. He may add any four spells of his choice to his repertoire of spells known.

11th level: By studying astrology and metaphysics, the wizard masters the **lore of the stars and spheres**. The wizard is able to learn and cast ritual magic at half the usual base time and cost.

Wizard of Nature

Class Proficiencies: Animal Husbandry, Contemplation, Divine Health, Survival

Weapons: Club, dagger, sling, staff

1st level: As a **friend of birds and beasts**, the wizard can understand the subtle language of normal animals. He gains a +2 to all reaction rolls when encountering animals, and may take them as henchmen. He can identify flora and fauna with a proficiency throw of 11+.

3rd: The ways of the wild include the art of the hunt. The wizard gains **Martial Training** in short bows, short swords, and spears.

5th level: So close has the wizard grown to his wild kin that their shape is as natural to him as his own skin. Once per day, the wizard can **skinchange** (as the 3rd level arcane spell).

9th level: The spirts of nature reward the wizard with an **animal companion**. A wizard of nature's animal companion is mechanically identical to a shaman's totem animal (see Player's Companion, p. XX).

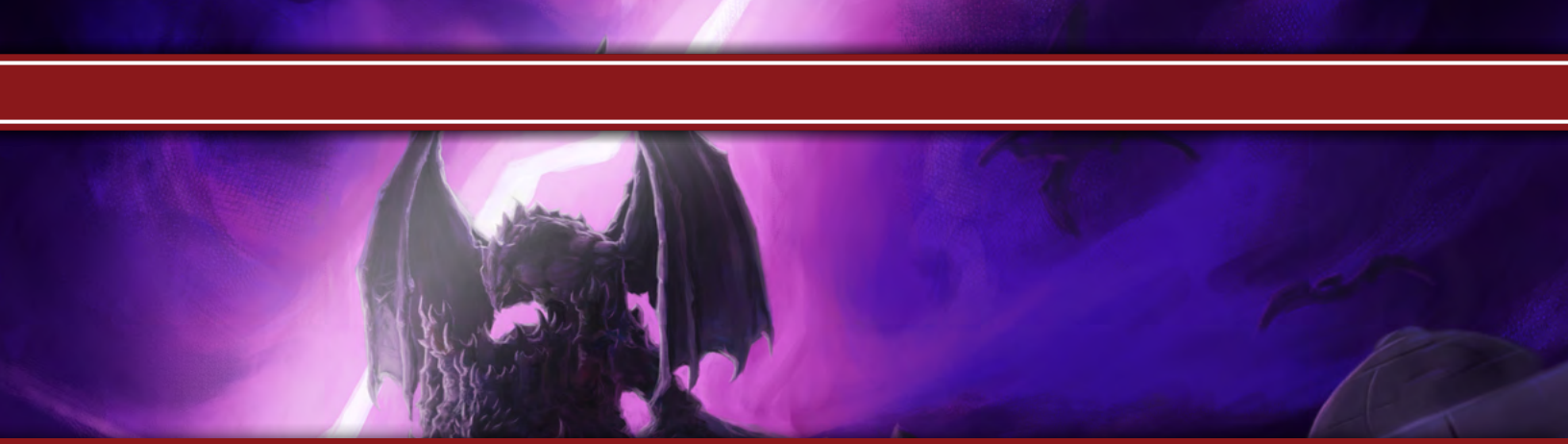
11th level: Due to his **attunement to nature**, the wizard gains a +1 bonus to surprise rolls when in the wilderness. All ordinary animals within 5 miles of the wizard's home or sanctum become kind and helpful, knowing him as a **steward of the wild**.

The great power of wizards comes at a high cost, however. The magic taught by colleges is **shaded**, and can be dangerous to the wizard's soul. Wizards gain corruption whenever they learn or cast black magic, or cast grey magic for corrupt purposes. See the rules for **Shades of Magic** in Axioms issue 1.

When a wizard of any college reaches 5th level (Thaumaturge), he may begin to research spells, scribe magical scrolls, and brew potions. When a wizard reaches 9th level (Wizard), he is able to create more powerful magic items such as weapons, rings, and staffs. A wizard may also build a **wizard's tower** when he reaches 9th level. He will then attract 1d6 apprentice wizards of 1st-3rd level plus 2d6 young people seeking to become wizards. Their intelligence scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the wizard's service, apprentices must be provided food and lodging, but need not be paid wages. If the wizard builds a **dungeon** beneath or near his tower, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

At 11th level, a wizard may learn and cast ritual arcane spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, a wizard may create necromantic servants and even become undead himself.

Wizard Proficiency List: Alchemy, Battle Magic, Black Lore of Zahar, Collegiate Wizardry, Craft, Diplomacy, Elementalism, Elven Bloodline, Familiar, Healing, Illusion Resistance, Knowledge, Language, Laying on Hands, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Quiet Magic, Sensing Power, Sensing Evil, Soothsaying, Transmogrification, Unflappable Casting.



THE ART OF ARCANOGENESIS

CREATING NEW LIFE-FORMS WITH MAGIC

By Mark Bober with Alexander Macris

The wilds and dark places at the borders of civilization are filled with unspeakable creations of twisted magic – owlbears and beastmen, chimera and lamia. But however unnatural these crossbreeds are, at least these creatures were blends of the natural. Some mages go beyond mere crossbreeding and create new life forms entirely. This esoteric and dangerous practice is known as **arcanogenesis**.

By default, arcanogenesis can be practiced only by arcane spellcasters who reach 11th level or higher. If desired, the Judge may restrict arcanogenesis to spellcasters who select a particular proficiency (e.g. Transmogrification or Black Lore) or otherwise place limits upon it.

DESIGNING CREATURES

Spellcasters may design new, previously unknown creatures. The player and Judge should collaborate using the rules for creating new monsters presented in ***Lairs & Encounters*** to detail the new lifeform. The creature designed must have a minimum of 1 HD and cannot have more HD than twice the spellcaster's class level. It cannot have more than one special ability (*), plus one special ability per point of Intelligence bonus the caster possesses.

EXAMPLE: An 11th level spellcaster with 16 INT can design anything from a 1 HD lifeform to a 22*** HD life form.

The design process costs 2,000 gp per Hit Die of the creature plus an additional 5,000 gp per special ability it possesses, and takes one week plus one day per 1,000 gp of cost. The design process requires a magic research throw. A successful throw yields a **formula** the spellcaster can use to create the creature.

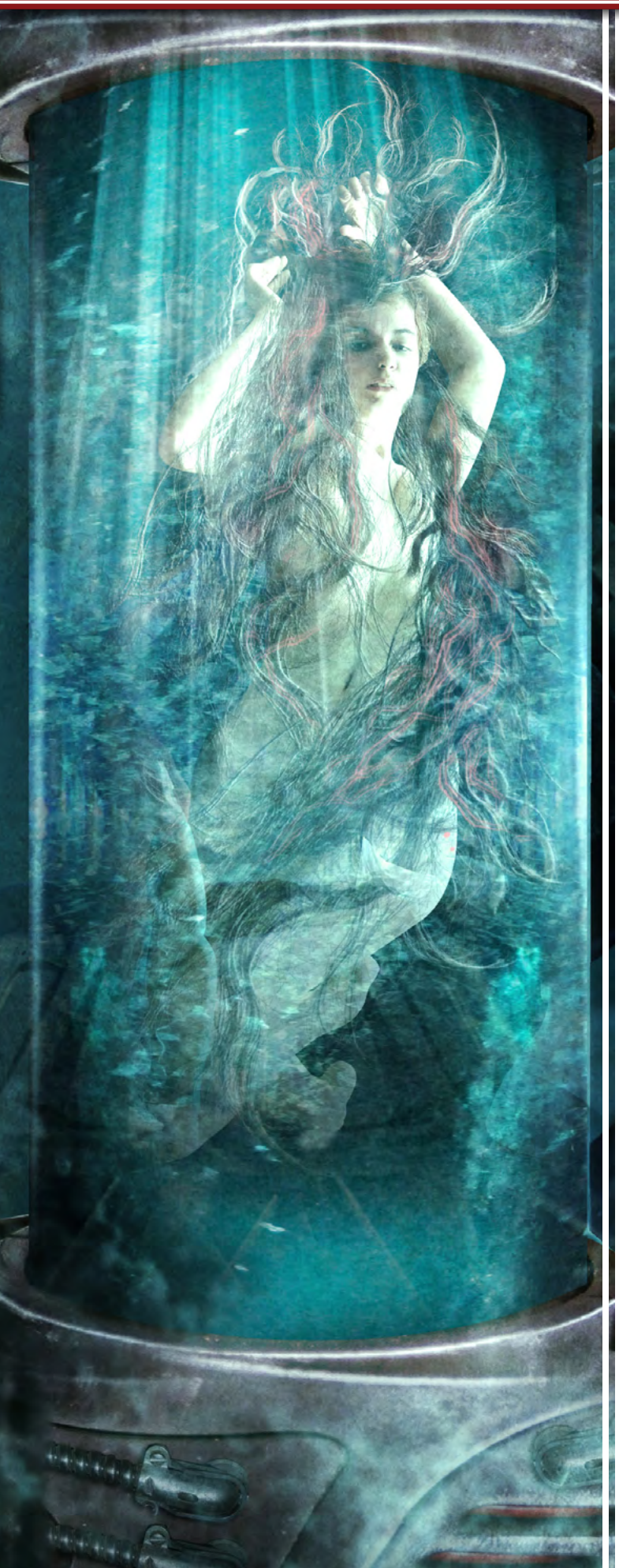
The target value of the magical research is increased by +1 for every 5,000 gp the creature costs. If the creature reproduces asexually via any process (fission, sporing, parthenogenesis, etc.) the target value of the magical research throw is increased by 3.

The spellcaster must have access to a library (***ACKS***, p. 117) at least equal in value to the cost of the lifeform throughout the design process. For every 10,000gp of value above the minimum required for the lifeform, the spellcaster receives a +1 bonus on his magic research throw.

The spellcaster may **experiment** during the design process, as detailed in the ***Player's Companion***, p. 100. The breakthroughs for designing lifeforms are identical to those for designing constructs.

EXAMPLE: Cedric, a 13th level mage of great talent (18 INT) but low charisma (7 CHA), tires of apprentices who cannot appreciate his genius, and seeks to create for himself the perfect research partner. To maximize his output, he designs a new 12 HD lifeform (base cost 24,000gp) with the abilities of an arcane spellcaster of its HD (two special abilities for 10,000gp) and the ability to work on multiple arcane research tasks at once (the Judge rules this counts as another special ability, costing 5,000gp). He gives the creature no other abilities – it is a stationary creature, meant only to research. His total cost is 39,000gp. It will take 46 days for Cedric to design the lifeform.

Cedric has a library with a value of 50,000 GP. The magical research throw to design the lifeform is 13+ (a base of 5+, plus 8 points for the value). Cedric gains a bonus of +3 for his INT, +1 for the library value, and +2 for his two ranks in Magical Engineering. Cedric needs only a throw of 7+ to succeed in his design.



CREATING CREATURES

In order to create a creature, the spellcaster must have a formula for the type of creature he wishes to create. Formula can be found as treasure in rare manuals, or developed by the spellcaster using the design process (see above). The spellcaster is limited to creating creatures with HD no more than twice his class level.

The creation process costs 2,000gp per Hit Die of the lifeform, plus an additional 5,000gp per special ability it possesses, and takes one week plus one day per 1,000gp of cost. The creation process requires a magic research throw.

The target value of the magic research throw is increased by +1 for every 5,000gp the creature costs. If the creature reproduces asexually via any process (fission, sporing, parthenogenesis, etc.) the target value of the magical research throw is increased by 3.

In order to create a creature, the spellcaster must have access to a **genesis vat** at least equal in value to the cost of the creature. For every 10,000 gp of value above the minimum required for the creature, the spellcaster receives a +1 bonus on her magical research throw. The spellcaster may gain additional bonuses by using precious materials, as normal.

In addition, for each special ability, **special components** from creatures with a similar power must be provided. The value of special components required is 10% of the cost of the creature per special ability. (Special abilities equaling multiple asterisks count as multiple abilities.)

Instilling the capacity for thought is a laborious process. If a creature created through arcanogenesis is to have any intelligence, the spellcaster must have access to a **neuropsychic distiller**. Creatures created without a distiller are mindless. A **basic neuropsychic distiller** costs 15,000gp, and will imbue a creature with animal intelligence at a base Training Modifier of -3. For each additional point increase in Training Modifier, add 5,000gp to the base cost (up to a TM of +3 at 45,000gp in cost). An **advanced neuropsychic distiller** costs 60,000gp and will imbue a creature with sapient intelligence. A neuropsychic distiller requires a brain or brains to operate. The caster must harvest brains from creatures with a total XP value equal to 20% of the cost of the creature being created. Only creatures with an

intelligence equal to or greater than the newly-created creature's intelligence can be used.

A newly-created creature is not automatically under control of the caster. If the creature is of animal intelligence or greater, a reaction roll can be made to determine the creature's reaction to its creator. If the creature is unfriendly or hostile, the caster could try to tame, train, or **charm** it using specialists or spells; imprison it in his dungeon; or just unleash it onto the world. Mindless creatures must be controlled via magic, and cannot be trained.

By default, newly-created creatures are born at the adult age category. If desired, creatures can be created as babies, children, or adolescents, but the cost is the same.

The spellcaster may **experiment** during the design process, as detailed in the ***Player's Companion***, pg 100. The breakthroughs for creating lifeforms are identical to those for building constructs. For special abilities added from breakthroughs, roll 1d100 on the Monster Special Abilities table of ***Lairs & Encounters***.

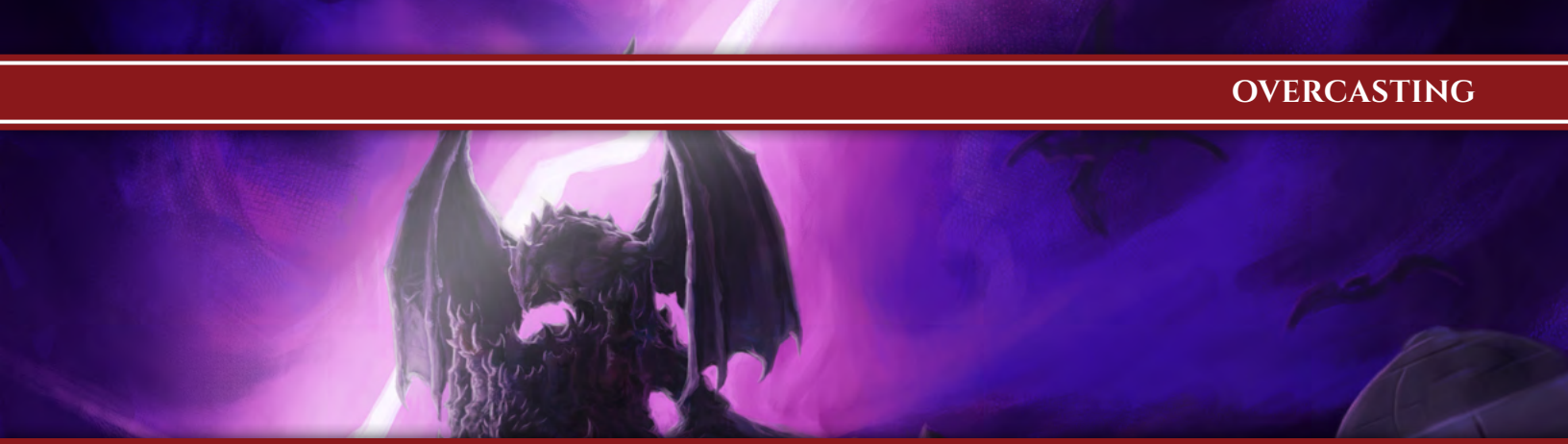
EXAMPLE: Cedric decides to implement his design for his new magical research partner. He acquires a genesis vat worth 50,000gp and proceeds. Since the creature will have 12 HD and 3 special abilities, it will cost a total of 39,000 GP to create. The arcanogenesis will take 46 days to complete. The magical research throw to design the lifeform is 13+ (a base of 5+, plus 8 points for the value). Cedric gains a bonus of +3 for his INT, +1 for the vat's value, and +2 for his two ranks in Magical Engineering. Cedric needs only a throw of 7+ to succeed in his design. Feeling sure of himself, Cedric decides to do some minor experimentation, receiving another +2 bonus.

To fuel the creature's special abilities, Cedric will need to provide several special components. To pay for its control of multiple arms, he gathers 3,900gp worth of tentacles from giant octopi. To pay for its spellcasting ability, he requires 6,800gp worth of special components from creatures who can cast spells - the hearts of his former apprentices and that of his main rival from his own apprenticeship are quickly co-opted for this purpose.

To be of assistance in magical research, his creature will need to be of sapient intelligence. Therefore Cedric acquires an advanced neuropsychic distiller at a cost of 60,000gp. To fuel the distiller he needs brains from sapient creatures totaling 6,800xp or more. Fortunately, his former apprentices and rival no longer have the hearts to deny him the request of their brains – they are quickly plopped into the neuropsychic distiller.

The preparations complete, the arcanogenesis process goes incredibly well (a roll of 15), and Cedric enjoys a minor breakthrough – the lifeform is given flight! The Judge decides the creature will fly at a speed of 30', as it was originally designed as an immobile creature.

His creation rises from the genesis vat and Cedric convinces it of the value of his proposition. Cedric enjoys several months of fruitful and rewarding magical research. Unfortunately, his new partner suddenly, perhaps inevitably, betrays and slays Cedric, and the **sorcerous sphere** makes Cedric's tower its own.



OVERCASTING

GOING BEYOND THE LIMITS HAS A PRICE

By Eric Maloof

When I began running ACKS, some of my friends initially balked at moving back to a Vancian spellcasting system, even one as relatively open-ended as ACKS's. As I love risk/reward rules, I came up with the idea that I'd allow them to cast more spells, but with an increasing risk for doing so. Hence were born the rules for overcasting.

It worked out pretty well in my game, as it was used mostly during tense situations when "the chips were down", and added even more tension. And of course, the best part of that was that the increase in tension was all their doing as the choice was solely theirs. It also helped to give them more choice when it came to deciding whether to risk further delving, or to turn back, something that in my previous experience has been a fairly Boolean decision once the caster(s) out of spells.

The rules presented in this issue are a revised version of the original rules used in my campaign and published online. Some names for things have changed, and a lot of confusing results and inconsistent grammar in the tables has been fixed. Additionally, I added an Optional Rules section, which also includes proficiencies, equipment, and magic items.

In developing the overcasting rules, I was inspired by the Deity Disapproval charts in the *Dungeon Crawl Classics Role Playing Game* by Goodman Games and by the Dangerous Sorcery: Alternate Arcane Magic Rules and the Whims of the Sublime: Alternate Divine Magic Rules sections of *Tales of the Grotesque* and *Dungeonesque volume II* by Jack W. Shear.

OVERCASTING

Casters of Arcane and Divine magic may attempt to **Overcast** extra spells beyond those they are allotted each day. However, each time that a spell is Overcast, the player must roll a d20 and consult the **Overcasting Success** table. Failure results in a fumble.

Arcane casters who fumble, roll on the **ARCANE CALAMITY** table. Divine casters who fumble, roll on the **DIVINE DISFAVOR** table.

Subsequent attempts to Overcast require successively higher throws to succeed. The Overcasting Success throw is reset after 8 hours of uninterrupted rest.

For example, a 1st-level Wizard can normally cast one 1st-level spell per day. If she elects to Overcast a second 1st-level spell on the same day before resting, she fumbles the spell on a d20 throw of 1-5. A third spell cast through Overcasting before resting will result in a fumble on a d20 throw of 1-10.

One cannot Overcast spells of a level to which one does not already have access. However, Clerics, Bladedancers, Dwarven Craftpriests, Nobiran Wonderworkers, and other classes built upon a Divine Value of 1-3, who are 1st-level, may Overcast 1st-level spells, even though they do not normally have access

Overcasting Success		
Attempt of the Day	Throw	Throw with Double Time
1st	6+	4+
2nd	11+	9+
3rd	16+	14+
4th	20+	18+

to spellcasting until 2nd-level. Doing so is considered the first Overcast of the day and requires an Overcasting Success throw of 6+.

All casters may choose to spend double the time Overcasting a spell in order to gain a bonus of +2 to the Overcasting Success throw. In most cases, this means taking two rounds to Overcast a spell. The player must indicate that he is taking double the casting time when the casting of the spell is declared.

Note that if the character takes damage or fails a saving throw at any time during the Overcast before the spell goes off, the spell is lost. In this case, no success throw is made, but it does count as an attempt.

AUTOMATIC SUCCESS & FAILURE

Throwing a natural 20 results in an automatic Overcasting Success. Throwing a natural 1 is an automatic failure.

ARCANE CALAMITY

When a caster of Arcane magic fumbles due to Overcasting, she must roll d% on the **ARCANE CALAMITY** table.

A calamity represents a mistake of some kind. Perhaps the caster mispronounced a magical syllable, or waggled her fingers the wrong way. The caster may also have let her guard down, allowing the extra-planar creature she had bound to her will to gain the upper hand.

DIVINE DISFAVOR

When a caster of Divine magic fumbles due to Overcasting, he must roll d% on the **DIVINE DISFAVOR** table.

Disfavor represents a transgression perceived by the divine powers that the character serves. It may be that he misspoke a prayer or performed a holy ritual incorrectly. The caster's deity, or their intercessor, might decide to teach them a lesson. It may just be a rough day in the Outer Planes. The gods are fickle, callous, and pernicious, and they and their representatives care little for the travails of mere mortals.

OPTIONAL RULES

The following optional rules are included to provide the Judge with additional ways to augment Overcasting for her campaign.

OTHER PURPOSES

The Judge should feel free to use the Arcane Calamity and Divine Disfavor tables for appropriate situations other than Overcasting. For example, if a Cleric does something particularly offensive in the eyes of his deity, perhaps a roll on the Divine Disfavor table is in order.

POWER & RISK

Some Judges might feel that the risk of Overcasting should increase with the power of the spell being attempted. This is so that the Overcasting of higher-level spells becomes relatively more dangerous. In this case, add the level of the spell to the Overcasting Success throw number needed to avoid a fumble.

PROFICIENCIES

At the Judge's discretion, the following Class Proficiencies become available to Arcane and Divine casters. Players who elect to use any of these proficiencies must substitute each one taken for an existing class proficiency, permanently losing access to the replaced proficiency.

Careful Overcaster: When taking double the amount of time to Overcast a spell, the character gains a bonus of +4 to the Overcasting Success throw, instead of the normal +2 bonus.

Master of Overcasting: The character gains a +1 to all Overcasting Success throws. This proficiency may be taken only once.

Overcasting Prodigy: The character is able to attempt to Overcast spells beyond their ken by one level. For example, a 5th-level Nobiran

Wonderworker can cast 3rd-level Arcane spells and 2nd-level Divine spells. With this proficiency, she can attempt to Overcast 4th-level Arcane and 3rd-level Divine spells. Such Overcasting attempts are made with a -8 penalty to the Overcasting Success throw. Taking this proficiency multiple times does not increase the level of spells that may be Overcast, but it does reduce the penalty by 2 each time that it is taken.

EQUIPMENT & MAGIC ITEMS

The following items can be used to augment a caster's attempts at Overcasting. Costs are included with the descriptions and each weighs 1/6 of a stone, unless worn.

Elderwood Charm: While wearing this prepared trinket, the caster may gain a +1 bonus to any one Overcasting Success throw once per week. The character may only benefit from one Elderwood Charm. If the Overcasting Success throw is a natural 1, the charm breaks, losing its power. Cost: 1,500gp

Elixir of Potency: Once this potion is quaffed, the next Overcasting Success attempt made within 1 turn is made with a +2 bonus to the throw. Cost: 500gp

Overcaster's Coal (6): If this specially-prepared charcoal is used while Overcasting, and triple the normal time is spent during the attempt, an additional +1 bonus is gained on the Overcasting Success throw. The piece of coal is consumed as the caster carefully draws a circle and various runes and sigils on the ground around his feet. Cost: 1,000gp

Ring of Overcasting Mastery: This magical ring grants the wearer a +1 to all Overcasting Success throws. Cost: 5,000gp

Robes of the Wunderkind: These magical raiments grant the wearer the benefits of the Overcasting Prodigy proficiency. Cost: 15,000gp

ARCANE CALAMITY	
D%	RESULT
01-50	**Lost** - you lose the spell, but nothing else untoward occurs to you.
51-70	**Stunned** - you lose the spell and you may take no other actions this round. It's +4 to hit you until your next initiative.
71	**Random** - a different, random spell of the same level is cast from your repertoire.
72	**Internalized** - you immediately take 1d4 damage. At the beginning of the your next initiative, make a Save vs. Spells or take an additional 1d4 damage. This continues each round until you successful make the saving throw.
73	**Target Self** - the spell instead targets you. If this would not otherwise result in a negative outcome, the spell instead does 1d6 damage per spell level to you.
74	**Target Ally** - as Target Self above, but instead, the spell targets a random ally within range. If there are no allies within range, then the spell targets you, as above.
75	**Explosion!** - a magical blast of energy erupts centered on you. It does 1d6 damage per spell level in a radius of 5' per spell level. All within the radius, including you, may save vs. Blast & Breath for 1/2 damage.
76	**Spell Signature** - as the Overcast fails, you acquire a permanent side effect. Roll on the Spell Signatures Sub-Table (***ACKS Player's Companion***, pg 110).
77	**No Spells** - you temporarily lose the ability to cast Arcane spells for 1d4+1 rounds.
78	**Unconscious** - you magically lose consciousness for 1d4+1 rounds and are helpless. You cannot be wakened by mundane means.
79	**Repertoire Loss** - you temporarily lose the failed spell from your Repertoire. It is regained after 8 hours of uninterrupted rest.
80	**Casting Slot Loss** - for one week, you temporarily loses a casting slot of the same level as the failed spell. For example, a 2nd-level Arcane caster can normally cast two 1st-level spells. For one week, the caster would be reduced to being able to cast only one 1st-level spell.
81	**No More Casting!** - you lose the ability to cast Arcane spells until you get 8 hours of uninterrupted rest.
82	**Strange Weather** - the weather within 1 mile per level of the spell radically changes for 1d4 (1-3) hours, (4-5) days, or (6) weeks per level of the spell. This can occur even if indoors or underground. See the Control Weather spell (***ACKS***, pg 74) for some possible side effects.
83	**Memory Loss** - you lose all memory of the last 1d4 (1-2) hours, (3-4) days, (5) weeks, or (6) years.
84	**Aged** - you are aged 1d4 years per level of the spell.
85	**Prone to Calamity** - permanently increase your Overcasting Success throw difficulty by 1.
86	**Gone from Repertoire** - the spell is permanently lost from your Repertoire.
87	**Permanent Slot Loss** - you permanently lose a casting slot of the same level as the failed spell. For example, a 2nd-level Arcane caster can normally cast two 1st-level spells. The number of 1st-level spells that the caster can cast would be permanently decreased by one.
88	**Wasting Disease** - a horrible magical disease causes you to suffer -2 on all attack and Charisma throws, and reduces your natural heal rate by half. You will die within 2d6 days unless a Cure Disease spell (ACKS, pg 74) is cast upon you. Non-magical attempts to cure the disease will fail.
89	**Permanent Dispel** - a permanent Dispel Magic spell (ACKS, pg 76) is cast on the area in a 5'/spell level radius centered on you.

ARCANE CALAMITY	
90	**Turned to Stone** - you are turned to stone as per the spell, Flesh to Stone (ACKS, pg 77). No saving throw is allowed.
91	**Geas** - an extra-planar creature associated with the spell places a Geas upon you. No saving throw is allowed. Until the Geas is completed, you may no longer cast this spell.
92	**Void Hole** - a 5' diameter tear in reality is summoned into the world in a random direction right next to you. Creatures and their items must make a single Save vs. Paralysis to avoid being sucked into the tear and annihilated each time they are within 10' of the hole, once per round. Inanimate matter that isn't worn or held, that comes in contact with the hole, is automatically destroyed. The Void Hole moves 10' in a random direction (d10 - start clockwise, a 9 or 10 indicates movement in the same direction) and (1-2) up, (3-4) same, or (5-6) lower elevation at the end of each hour. Only the power of a Wish ritual, or equivalent, can cause the Void Hole to be dispelled.
93	**Essence Drain** - the essence is drained out of everything within a 5' radius per spell level. All living creatures must Save vs. Death or be aged 1d4 years per level of the failed spell. All flora within the radius withers and dies. All food within the radius spoils, and all water evaporates.
94	**Summon Monster** - the failed spell pulls a monster into the world in a random direction adjacent to you. The Judge chooses a monster with HD equivalent to that of the caster +2. The monster will attack, concentrating on you.
95	**Implosion** - you immediately implode and then explode in a disgusting shower of blood and gore. You're dead.
96-98	**Mutated** - your body is magically mutated. Roll 2d10-1 on the Magical Mutations sub-table (ACKS Player's Companion, pg 109).
99-100	**Judge's Choice** - the Judge rolls for or selects something from this table and applies it to everyone and everything on a large scale. For example, the entire village suddenly succumbs to a wasting disease or all spellcasters within a 1 mile radius permanently lose a casting slot of the appropriate level.

DIVINE CALAMITY	
D%	RESULT
01-25	**Apathetic** - the Overcast spell is lost. Perhaps if you pray more fervently next time the spell will take hold?
26-40	**Unworthy?** - your prayers are barely worthy of attention. If you continue casting for another round, you will prove your worth and be heard. Should you choose to stop, your spell will be lost.
41-44	**Unconvinced** - the agents of your god have heard your plea, and are unconvinced. To convince them and cast the spell, take 1 hp of damage per spell level, or they remain unconvinced and you lose the Overcast spell.
45-48	**Beg** - someone's not happy to hear from you today. Lose the spell unless you prostrate yourself and fervently beg for a miracle, losing any positive DEX bonus to AC until your next initiative. You will also need to use your movement to stand back up.
49-52	**Rebuked!** - you lose the spell and suffer a temporary loss of ability to cast spells for 1 round per level of the attempted spell.
53-56	**Rebuffed** - your prayers are rebuffed and you lose the spell. You may not attempt to cast this spell again until you have rested a full 8 uninterrupted hours and then prayed.
57-60	**Doubts Have Arisen** - though your spell succeeded, your effective level to turn/control undead is reduced by 1 per level of the spell for the next 24 hours.
61-64	**Castigation** - the spell succeeds, but your body is wracked with wounds equivalent to 1d4 damage per spell level.
65-68	**Offensive!** - you have offended your god. Sacrifice half the amount of the full experience it takes to get to your next level in gold within 24 hours. Example, a 1st-level Cleric would need to sacrifice the equivalent of 750 gold. Failure to make the sacrifice means that you will be subject to Divine Disfavor each time you cast a Divine Spell. This means that each time you cast a Divine spell, you roll a d20. On a throw of 1, you must roll on the Divine Disfavor table. After the 24 hours have passed without the proper sacrifice, only the full amount of experience in gold value sacrificed will remove this Disfavor. In the example above, this would be a sacrifice of the equivalent of 1,500 gold. If you are currently suffering from this Disfavor, roll again and keep rolling until you get a result of 69+.

DIVINE CALAMITY	
69-72	**The Downward Spiral** - you are to be tested by the Downward Spiral. For the next 24 hours, any failed throw results in a cumulative -1 to the next throw of that type. For example, failing an attack throw results in a -1 to each subsequent attack throw until 24 hours have passed from the onset of this Disfavor. A second failed attack throw would now mean that your attacks are at -2, and so on.
73-75	**Prove Your Faith** - the spell succeeds, but for the next 24 hours, you may wear no armor, bear no shield, wield no weapon, nor use any magic item. You may only call upon the Divine spells of your god to assist you in battle.
76-78	**Enemy on the Other Side** - the spell succeeds, but the next throw you make on the Tampering with Mortality table (ACKS, pg 107) is at a -1 per level of the spell attempted for the d20 throw and a -1 on the d6 for the Side Effects Suffered throw.
79-81	**Vow of Silence** - the spell is cast, but it is the last thing that you must utter for 24 hours. During that time, you may not speak nor cast any spells. The Quiet Magic proficiency does not allow you to cast without speaking. Breaking this vow will result in the Judge being able to cause any one throw that you make in the future being an automatic failure, likely at the absolute worst time.
82-84	**Forsaken!** - the spell is lost and the misapplication of your deity's power results in a Forsaken Sinkhole of Evil (ACKS, pg 251) forming, centered on you, with a 50' per spell level radius. The misdirected energy of the spell immediately causes 1d6 Skeletons per spell level to erupt from the under the ground. These undead will attack the non-undead creatures closest to each of them.
85-87	**Mission from God** - the spell succeeds. However, you are placed under the effects of a Quest spell (ACKS, pg 84) by a representative of your deity equivalent to level 8+1d6. No initial save is allowed. The nature of the quest is up to the Judge, but it is always for the betterment of the faith, and often involves the return or destruction of some relic.
88-90	**Mark of Shame** - the spell fails. A Divine Mark has been placed upon you. All those who venerate your deity can see the Mark and will have no dealings with you. Clerics, Priests, Paladins, and the fervent of your faith might seek to do you harm, physical or otherwise. Enemies of your faith will only take 1/2 damage from you and receive a +2 to their saving throws vs. your spells. The Mark of Shame can only be removed when sacrifice something (or someone) of utmost personal value. The Judge will have the final say on if the sacrifice is worthy enough.
91-93	**Represent!** - the spell succeeds. You have one week to convert one new member to your faith per level of the spell. Only NPCs may be converted. Use the Reaction to Hiring Offer rules (ACKS, pg 49), with a result of "Accept" or better resulting in a success. Failure to convert enough new members within a week means that you suffer a temporary loss of one spellcasting and Turn Undead level per recruit that you came up short until you succeed.
94-96	**Something Slipped Through** - while the spell succeeds, the power used to cast the spell loosed an entity from its shackles and it has escaped into the world. It is now possessing a nearby creature and can pass from one creature to another through touch. It cannot possess you. It does not have to inhabit the body of a living creature and can exist without a host, though it has no powers of its own. It can fly and moves at a rate of 120'. It will seek to destroy you at the most inopportune moment, likely striking through someone close to you. A single Save vs. Death is allowed for anyone possessed to throw the entity out. It may not inhabit that person again if the throw is successful.
97-99	**Blue Bolt!** - you are smote on the spot, dropping immediately to 0 hit points. If and when you are brought back to life, by any means, even Reincarnation, you must roll on the Tampering With Mortality table (ACKS, pg 107) with a -10 to the d20 because you were killed instantly. Additionally, no one of your faith will bring you back to life because they too would suffer a Blue Bolt from your deity immediately upon attempting to do so.
100	**Death Comes** - at the behest of your deity, the shadowy servants of Death erupt from the ground and pull you body and soul into the Underworld. You are trapped there forever, unless someone can devise a means to rescue you.

2

ISSUE TWO
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BEASTMEN, THE SAVAGE SWORDS OF CHAOS, ARE UNLEASHED...

- *A Culture of Battle:* the history, social structure, familial relations, economy, and language of beastmen
- *Domains of Chaos:* rules for beastman clanholds, chaotic domains, demographics, and tribal warriors
- *The Weapons and Warriors of Woe:* rules for variant beastman arms, armor, and leaders
- *Bred for War:* how to create beastman custom classes, including orcs, bugbears, and kobolds
- *Who Stands Against the Beastmen?* An overview of the forts and watchtowers on the empire's borders

A CULTURE OF BATTLE

AN OVERVIEW OF THE HISTORY, SOCIAL STRUCTURE, FAMILIAL RELATIONS, ECONOMY, AND LANGUAGE OF BEASTMEN

By Alexander Macris

The monstrous humanoids known as beastmen were created by the Zaharans in the centuries before the Empyrean War. Through magical research, they combined humans and humanoids with beast stock in repeated cross-strains. Their creations included bugbears (hobgoblins and bears), gnolls (gnomes and trolls), kobolds (lizardmen and dogs), goblins (gnolls and dwarves), hobgoblins (men and goblins), ogres (men and gorillas), orcs (men and boars), and trolls (ogres and hydras). Centaurs (men and horses), lizardmen (men and giant draco lizards), minotaurs (men and bulls), and troglodytes (lizardmen and giant chameleons) are generally classed as beastmen as well, though they were not bred by the Zaharans.

Beastmen were created to be soldiers for the Zaharan army – ruthless and blood-thirsty, but susceptible to control by a powerful leader. In the absence of an external authority (such as a Zaharan sorcerer-king), beastmen organize themselves into bands of loosely-related gangs ruled by a chieftain. Endemic warfare between nearby bands is constant, until eventually one of the chieftains succeeds in unifying the bands into a clan under his rule.

Isolated bands usually have no permanent home, living a nomadic existence that follows seasonably available wild plants and game. Nomadic beastmen dwell in tents made from animal hides sewn together or woven hair wrapped around wooden poles. These tents are usually small, but can be as large as thirty feet in diameter. Less fortunate nomads may just take shelter where they can find it. Nomadic beastmen survive by hunting wildlife, gathering wild forage, and raiding civilized settlements. Roving bands are often composed of only males, their females having been lost to stronger rivals.

Established clans tend to permanently or semi-permanently dwell in ruins, caves, captured strongholds, or villages. Beastmen in villages generally live in roundhouses constructed of whatever materials are at hand. In wet, wooded climates, roundhouses with timber or wattle-and-daub walls and thatched roofs will dominate. In other terrain, the walls are constructed of mudbrick or stone, mortared with sand, soil, and dung, while the roof covering is of woven hair or animal-hide, sewn to short spars. Stone-lined pits are dug for iron forges, kilns, food storage, and waste. Sometimes the buildings are gathered to form a ring fort or hill-fort, surrounded by ditches, moats, earthen ramparts or piled stone walls.

When settled, beastmen clans practice horticulture, cultivating small plots of mixed crops using hand tools. Beastmen care nothing for crop rotation or soil sustainability, and will simply burn or cut away a clearing, then farm it until the soil is exhausted. It is not uncommon to find large tracts of exhausted scrub around beastmen settlements. In arid terrain, they may herd goats, sheep, cows, pigs, and other livestock that can graze on the scant vegetation. Beastmen tribes that have captured many prisoners in raids may have slave laborers working farms, but these are usually short-lived; beastmen do not breed or care for their slaves, and simply eat those that die.

Family relations are brutal; beastmen males are considerably larger than the females, whom they dominate. Both sexes lack the capacity for compassion, kindness, or love. High-status males maintain large harems, within which the females compete for provision and protection. Low-status males have no chance to mate at all, except by gaining status through violence or subterfuge. As a result, beastmen males typically spend much of their time fighting, hunting, and raiding. More than half die from wounds sustained in such activities before middle age.

Females are left with responsibility for domestic labor such as farming, foraging, cooking, and camping. Beastmen care little for their prepubescent children, feeding them scraps and often exiling them to the edges of the camp fires. Many whelps die of exposure or under-nourishment, leaving just the toughest and most cunning to survive to adulthood.

Beastman females can craft blankets, clothing, furniture, tools, and shelter from the woven hair of sheep and goats, or the leather, bone, sinew, and hide of animals. Metal-working is the province of males, and is typically limited to working wrought iron in pit-furnaces. Knowledge of weapon- and armor-smithing is rare, with only a handful of smiths in a tribe. Knowledge is handed down orally within families.

There are no shops or standards of exchange in beastman settlements, but beastmen nevertheless prize wealth as a means to display their power, status, and valor in battle. A beastman with holdings of animals, food, mates, treasure, equipment, slaves, troops, gold, and weapons is inevitably a mighty and respected warrior within his band – for if he were he not tough enough to guard what he owns, he would soon lose it. The moment a beastman shows weakness, he soon finds himself stripped of all possessions.

To acquire better weapons, armor, and treasure, beastmen raid border settlements and trade with Kemesh and the Ivory Kingdoms. Beastmen mercenaries frequently serve in Kemeshi armies, bringing home weapons of steel, slaves, and treasure. Through raiding and trading, this loot spreads throughout the beastmen clans. Beastmen mercenaries may also bring knowledge of siege craft, engineering, and tactics to their tribe, and a tribe led by such a veteran can be very dangerous.

Beastmen warriors like to adorn themselves with war-paint, tattoos, and body jewelry. They often wear their hair shorn to a single lock, in a great mane, or in a mohawk. They fight with slings, javelins, spears, bows, swords, morning stars, flails, and axes, and generally wear light armor, such as hide, leather, or scale. Champions and chieftains are, of course, better-equipped. Raids may be accompanied by blowing horns and war-pipes or beating drums. On the battlefield, their formations are irregular, relying on numbers, shock, and ferocity (hobgoblins are the sole exception, being as disciplined as Auran troops).

Beastmen worship the chthonic gods, with religious traditions passed on orally by shamans and witch-doctors. Bel, the Slaughterprince, is their favored god, but the full pantheon is recognized and called on when appropriate. After battle, they practice ceremonial cannibalism, believing that by eating the flesh of the slain they devour their souls and gain their strength. As is common within chthonic tradition, they preserve and bury their own dead, often with slaves, arms, armor, and treasure for great chieftains. Indeed, those who have studied the black lore of Zahar recognize beastman religion as a debased version of the Zaharan's own practices.

The beastman languages are actually a variety of vulgar dialects descended from the ancient Zaharan language. Scholars who have studied these dialects have discovered that their grammars and vocabularies have devolved along similar lines into pidgin-like simplicity, but their pronunciations have become quite varied due to the mutated lips, tongues, and vocal chords of the beastmen who speak them. Beastman dialects are rarely written, but if necessary they can be adequately represented with Zaharan glyphs.

DOMAINS OF CHAOS

RULES FOR BEASTMAN CLANHOLDS, CHAOTIC DOMAINS, DEMOGRAPHICS, AND TRIBAL WARRIORS

By Alexander Macris

BEASTMAN CLANHOLDS

A beastman chieftain who has one or more warbands following him may establish a **beastman clanhold** by securing an area of land and capturing or constructing a stronghold. Beastman clanholds are managed like other domains, with the following special rules:

» Clanholds are always classified as wilderness domains. They cannot exceed 125 peasant families per 6-mile hex and 2,000 per 24-mile hex. Beastmen subsist through simple horticulture, local pastoralism, and foraging. They do not rotate their crops, irrigate their fields, terrace their hills, or practice the other land improvements that civilizations use to intensively cultivate land. As a result the population density of beastman domains is limited.

» Clanhold families consists of one beastman warrior and one or more noncombatants, including females, whelps, elderly, and/or slaves. The specific race of beastman should be recorded as it will impact the availability of tribal warriors. Because ogres and trolls are large-sized creatures, ogre and troll families count as four families each for purposes of population limits and growth.

» Provided the chieftain actively raids at least once per month, his clanhold's population will grow by an additional amount each month, determined by the number of families already present. Use the table on p. 129 of ***ACKS***, but treat the clanhold as if it were two population categories smaller than an equivalent human domain.

» Clanhold settlements are limited to less than 250 urban families (Market Class VI). They cannot be increased in size or market class with urban investment. At no time can the number of urban families in a clanhold exceed 12.5% of the peasant population of the clanhold.

» Clanhold chieftains cannot conscript peasants or levy a militia from their domain (see Domains at War: Campaigns, p. 13-15). Instead, clanhold chieftains can **levy tribal warriors**, up to 1 warrior per family (see below). They can also hire any other beastman in the area as mercenaries. However, they may only employ human and demi-human mercenaries of chaotic alignment.

» Clanhold chieftains may establish realms either by founding additional clanholds and assigning them to a henchman (typically a sub-chieftain from the clan) to manage, or by conquering and annexing an existing domain (see D@W:C, p. 64). Human and demi-human domains subjected to beastman rule reduce their base morale score by 2 points, in addition to any penalty from alignment.

» Because of their primitive political structures, clanhold chieftains are limited in the favors they can offer and duties they can demand of their vassals. Chieftains cannot *call to council* or *demand loans,* nor can they offer *charters of monopoly* or *grants of title*. When chieftains *call to arms* they can call for half the available tribal warriors as one favor, or all tribal warriors as two favors.

CHAOTIC DOMAINS

The following rules are intended to replace the rules for Chaotic Domains found on p. 134 of ACKS.

A **chaotic domain** is a clanhold ruled by a chaotic human, demi-human, or sapient monster of high intelligence, or managed as a vassal domain within the realm of such a ruler. A chaotic adventurer may establish a chaotic domain in lieu of the typical domain for his class and race. The decision to establish a chaotic domain is made when the domain is secured. Rather than clear any beastman present from the area, the adventurer must successfully recruit a clanhold chieftain as a henchman. Should the current chieftain prove recalcitrant, he can be eliminated in favor of a more pliable sub-chieftain, of course. Once the clanhold chieftain has been brought into service, the chaotic adventurer is established as a chaotic domain ruler.

An adventurer of 9th level or above who establishes a chaotic domain will attract followers and families in the usual numbers, but these will be beastmen in lieu of the usual humans or demi-humans. The beastmen will be of the same race as that of the clanhold.

EXAMPLE: Raknar, a chaotic fighter, has just reached 9th level. Rather than establish an ordinary domain, he recruits an orc chieftain to be his henchman, establishing himself as a chaotic domain ruler. Normally a 9th level fighter who establishes a wilderness domain would attract 1d4+1x10 0th level mercenaries, 1d6 fighters of 1st – 3rd level, and 1d4+1 x 10 peasant families. Since he has established a chaotic domain, Raknar will attract 1d4+1x10 orc mercenaries, 1d6 orc warriors of 1st – 3rd level, and 1d4+1 x 10 orc peasant families.

Chaotic domains function like clanholds, with the following exceptions:

» Chaotic domains *can* be civilized, but only if within 25 miles of a city or large town in the same realm. Chaotic domains *can* be borderlands, but only if within 50 miles of civilized areas in the same realm.

» Beastmen are poor farmers and herders, even when taught civilized methods. Once the population of a chaotic domain exceeds 125 peasant families per 6-mile hex, the excess peasant families will provide only ½ the normal land revenue.

» Urban settlements in chaotic domains are *not* limited to 250 families or 12.5% of the peasant population, and can be increased in size or market class. However, the value of investment in chaotic domains is halved, e.g. it takes 2,000gp to attract 1d10 new families and 50,000gp to achieve market class V. In addition, urban revenue per family remains 7gp / family regardless of the settlement population.

» As beastmen only understand force, the garrison cost of chaotic domains is increased by 2gp.

EXAMPLE: Raknar has established a chaotic domain consisting of 10 6-mile hexes. Raknar is the vassal of Moruvai, a Zaharan ruinguard who rules a flourishing realm that includes a large town 50 miles away from Raknar's domain. Raknar's domain therefore is classified as a borderlands domain, as it is within 50 miles of a civilized area in the same realm. As a borderlands domain, Raknar's realm can have up to 250 families per 6-mile hex. Through time and investment, Raknar has reached this limit in each of his 10 hexes, so he has 2,500 orc peasant families. The 126th – 250th peasant families in each hex provide only half the normal land value. Raknar has also invested 50,000gp so that his domain can have a class V urban settlement; it currently has 400 orc urban families. Raknar's monthly revenue is {[1,250 x (6 + 4 + 2)] + [1,250 x (3 + 4 + 2)]} from his peasant families and (400 x 7) from his urban families, for a total of 15,000gp + 11,250gp + 2,800gp = 29,050gp. Raknar's garrison cost is (3 + 2) 5gp per peasant family and (2 + 2) 4gp per urban family, for a total garrison cost of 12,500 + 2,000 = 14,500gp.

A chaotic ruler with an existing realm of any type can also annex a clanhold to his existing realm. A realm including at least one chaotic domain is called a **chaotic realm**. Chaotic realms function like ordinary realms, with the following exceptions:

» Rulers of chaotic realms may hire beastman as mercenaries, but may only employ human and demi-human mercenaries of neutral or chaotic alignment.

» Lawful domain rulers will only become vassals of a chaotic realm ruler if their domain is conquered and annexed. All such domains will have a -2 morale penalty due to the difference in alignment.

BEASTMEN AS SLAVE LABOR

Domains may enslave beastmen as laborers without being considered chaotic domains. Every ogre, 3 bugbears, 4 lizardmen or gnolls, 5 hobgoblins or orcs, or 12 goblins or kobolds used as slave laborer(s) count(s) as one peasant family. All the slave labor rules from ***ACKS*** p. 250-251 apply normally.

BEASTMAN DEMOGRAPHICS

A typical clanhold for each race is equivalent to a typical wilderness lair as described in ***ACKS***. Based on this, the Beastman Clanhold Demographics table below shows, for each race of beastmen, the average number of families in their typical clanhold, the territory held by that clanhold, and the typical makeup of each family in it. Note that ogres and troll families, being constituted of large-sized creatures, count as four families for purposes of population limits and accordingly take up four times the land area.

Beastman Clanhold Demographics

Beastman Race	Avg. No. of Families Per Clanhold	Territory of Clanhold (sq. miles /6-m hexes)	Typical Beastman Family Composition
Bugbear	68	16 / 0.5	1 warrior, 1 noncombatant
Gnoll	68	16 / 0.5	1 warrior, 2-3 noncombatants, 0-1 slaves
Goblin	192	48 / 1.5	1 warrior, 1-2 noncombatants
Hobgoblin	87	21 / 0.7	1 warrior, 4-5 noncombatants
Kobold	192	48 / 1.5	1 warrior, 2 noncombatants
Lizardman	124	31 / 1	1 warrior, 1 noncombatant, 1 egg
Ogre	38	40 / 1.3	1 warrior, 1-2 noncombatants, 0-1 slaves
Orc	192	48 / 1.5	1 warrior, 3 noncombatants
Troglodyte	136	31 / 1	1 warrior, 1 noncombatant, 1 egg
Troll	25	24 / 0.8	1 warrior, 2 noncombatants

A Note on Villages: **Above we have stated that "A typical clanhold for each race is equivalent to a typical wilderness lair as described in *ACKS*." However, beastmen lairs in the wilderness are typically described as "villages". And villages, in *ACKS*, are urban settlements with at least 75 families. The clanhold rules, however, make it clear that only a tiny percentage of beastmen live in urban settlements. What's going on? Is a beastman "village" a village or isn't it?**

Mechanically, *ACKS* makes a sharp distinction between peasant families, who live in domains, and urban families, who live in settlements. This bifurcation has lead to the impression that peasant families are always spread out in homesteads throughout the hex, and only urban families can live in compact and centralized communities. This is not correct, however. Peasant families can live in centralized communities rather than widely distributed homesteads and remain peasant families. 100 peasant homesteads might be clustered together in a hex and be referred to as a "village" within a game world, but this cluster would not be a village in the context of the game mechanics. In game terms, the difference between "village" and "set of homesteads" is that a village has urban families and creates a Class VI market, equipment for purchase, and/or specialists, while a set of homesteads, even if clumped close together, does not. See HYPERLINK "http://www.autarch.co/forums/ask-autarchs/where-have-all-hamlets-gone"http://www.autarch.co/forums/ask-autarchs/where-have-all-hamlets-gone for additional discussion.

The beastmen "villages" presented as wilderness lairs in *ACKS* should be understood as "villages" in the informal sense, as a cluster of homesteads representing a typical clanhold of that race, *not* as urban settlements.

BEASTMAN GEOGRAPHIC DISTRIBUTION

The Beastman Geographic Distribution by Clan table (below) can be used by the Judge to quickly build beastman realms in the wilderness. The first row of the Beastman Geographic Distribution by Clan table (below) shows the average number of beastmen clanholds found in each wilderness hex by type. The number of clanholds per 24 mile hex is presented before the slash; the percentage chance of a clanhold per 6 mile hex is presented after the slash. The other rows of the table show the percentage chance for each clanhold to belong to a given race.

To use the table, simply select a 24-mile hex on the regional map and roll 1d100 for each clanhold in the hex to determine its race. Each clanhold can be rolled up as a wilderness lair or simply treated as an average clanhold from the Beastman Clanhold Demographics table, above. Clanholds should be placed in a logical settlement pattern within the 24-mile hex, and then organized into a realm or realms at the Judge's discretion.

EXAMPLE: The Judge has placed a 24-mile hex of woods in the wilderness area of his regional map. The 24-mile hex consists of 11 6-mile hexes of woods, 2 6-mile hexes of scrub, 2 6-mile hexes of swamp, and 1 6-mile hex of mountains. A 24-mile woods hex should have 6 beastman clanholds. He rolls 1d100 six times on the Beastman Geographic Distribution by Clan table, resulting in a 20 (gnolls), 80 (orcs), 82 (orcs), 93 (trolls), 14 (bugbears), and 83 (orcs). Consulting the Beastman Clanhold Demographics table, he sees that each orc clanhold needs 1.5 6-mile hexes, while the trolls need 0.8 hexes and the gnolls and bugbears 0.5 hexes each. He decides that three orc clanholds are vassals to the bugbear clanhold, and assigns these to a clump of (1.5 + 1.5 + 1.5 + 0.5) 5 6-mile hexes near the center of the 24-mile hex. He decides the trolls control part of a swamp hex and the gnolls control part of a scrub hex.

Beastman Geographic Distribution by Clan

Beastman Race	Clear, Grass	Scrub	Woods	River	Swamp
Total Clanholds	2 / 12%	3 / 20%	6 / 36%	5 / 30%	11 / 68%
Bugbear	1-12	1-12	1-14	1-12	-
Gnoll	13-25	13-25	15-28	14-25	1-9
Goblin	26-38	26-38	29-43	-	10-18
Hobgoblin	39-50	39-50	44-57	26-38	19-27
Kobold	51-63	51-63	-	-	-
Lizardman	-	-		39-63	28-55
Ogre	64-75	64-75	58-71	64-75	56-64
Orc	76-88	76-88	72-86	76-88	65-73
Troglodyte	-	-	-	-	74-82
Troll	89-100	89-100	87-100	89-100	83-100

Beastman Race	Hills	Mountains	Barren	Desert	Jungle
Total Clanholds	5 / 31%	10 / 62%	12 / 75%	12 / 75%	12 / 75%
Bugbear	-	-	1-10	1-10	1-12
Gnoll	-	-	11-20	11-20	13-25
Goblin	1-18	1-18	21-30	-	26-38
Hobgoblin	0	0	31-50	21-40	
Kobold	19-36	19-36	-	-	
Lizardman	-	-	-	-	39-50
Ogre	37-52	37-52	51-70	41-60	51-63
Orc	53-68	53-68	71-90	61-80	64-75
Troglodyte	69-84	69-84	-		76-88
Troll	85-100	85-100	91-100	81-100	89-100

The Beastman Geographic Distribution by Family table (below) can be used by the Judge to build very diverse wilderness domains and realms, to randomly determine what sort of beastman families arrive when a clanhold or chaotic domain grows, or to benchmark the availability of different types of mercenaries.

The first row of the Beastman Geographic Distribution by Family table shows the average number of beastmen families found in each type of wilderness hex. The number of families per 24 mile hex is presented before the slash; the number of families per 6 mile hex is presented after the slash. The other rows of the table show the percentage chance for each family to be of a given race, with the raw percentages in parentheses.

EXAMPLE: Raknar has made an investment of 1,000gp in order to attract 1d10 beastman families to his chaotic domain. The die roll was a 3, so 3 beastman families will be arriving. Raknar's domain is in hills terrain, so the Judge rolls 1d100 three times on the Hills column of the Beastman Geographic Distribution by Family table to determine what race of beastmen arrive to serve Raknar. The die rolls are 46, 68, and 98, so Raknar's domain gains a kobold family, an orc family, and a troll family.

Beastman Geographic Distribution by Family

Beastman Race	Clear, Grass	Scrub	Woods	River	Swamp
Total Families	215 / 13	360 / 22	560 / 35	425 / 27	1135 / 70
Bugbear	1-8 (8%)	1-8 (8%)	1-10 (10%)	1-9 (9%)	-
Gnoll	9-16 (8%)	9-16 (8%)	11-20 (10%)	10-18 (9%)	1-6 (6%)
Goblin	17 – 38 (22%)	17 – 38 (22%)	21-50 (30%)	-	7-23 (17%)
Hobgoblin	39 – 48 (10%)	39 – 48 (10%)	51-62 (12%)	11-30 (12%)	24-31 (8%)
Kobold	49 – 70 (22%)	49 – 70 (22%)	-	-	-
Lizardman	-	-	-	31-65 (35%)	32-64 (33%)
Ogre	71 – 75 (5%)	71 – 75 (5%)	63-67 (5%)	66-70 (5%)	66-67 (3%)
Orc	76 – 97 (22%)	76 – 97 (22%)	68-97 (30%)	71-97 (27%)	68-84 (17%)
Troglodyte	-	-	-	-	85-96 (12%)
Troll	98-100 (3%)	98-100 (3%)	98-100 (3%)	98-100 (3%)	97-100 (4%)

Beastman Race	Hills	Mountains	Barren	Desert	Jungle
Total Families	650 / 40	1300 / 80	1150 / 72	960 / 60	1300 / 80
Bugbear	-	-	1-7 (7%)	1-8 (8%)	1-8 (8%)
Gnoll	-	-	8-14 (7%)	9-16 (8%)	9-16 (8%)
Goblin	1-25 (25%)	1-25 (25%)	15-32 (18%)	-	17-39 (23%)
Hobgoblin	-	-	33-50 (18%)	17-37 (21%)	-
Kobold	26-50 (25%)	26-50 (25%)	-	-	-
Lizardman	-	-	-	-	40-54 (15%)
Ogre	51-55 (5%)	51-55 (5%)	51-58 (8%)	38-46 (9%)	55-59 (5%)
Orc	56-80 (25%)	56-80 (25%)	59-97 (39%)	47-94 (48%)	60-82 (23%)
Troglodyte	81-97 (17%)	81-97 (17%)		-	83-97 (15%)
Troll	98-100 (3%)	98-100 (3%)	98-100 (3%)	95-100 (6%)	98-100 (3%)

Note: **Some Judges may find that the suggested number of beastmen clanholds seems too high. It is important to keep in mind that *ACKS* assumes that relatively populated civilizations exist, and that the beastmen at their borders are sufficiently numerous to pose a threat. Historically, the barbaric region of Germania on the north-eastern border of the Roman Empire in 1st century AD had a population density of around 26 people per square mile. *ACKS* doesn't even go that far. The "heavily populated" jungle and mountain hexes above only have a population density of 12 beastmen per square mile. Even if a maximum population of 2,249 (2,000 rural and 249 urban) beastman families were placed in each 24-mile hex, it would still represent a population density of only around 20 beastmen per square mile. That said, Judges who prefer a more Tolkienesque setting with vast tracts of wilderness free of man or monster should of course adjust the numbers accordingly.**

TRIBAL WARRIORS

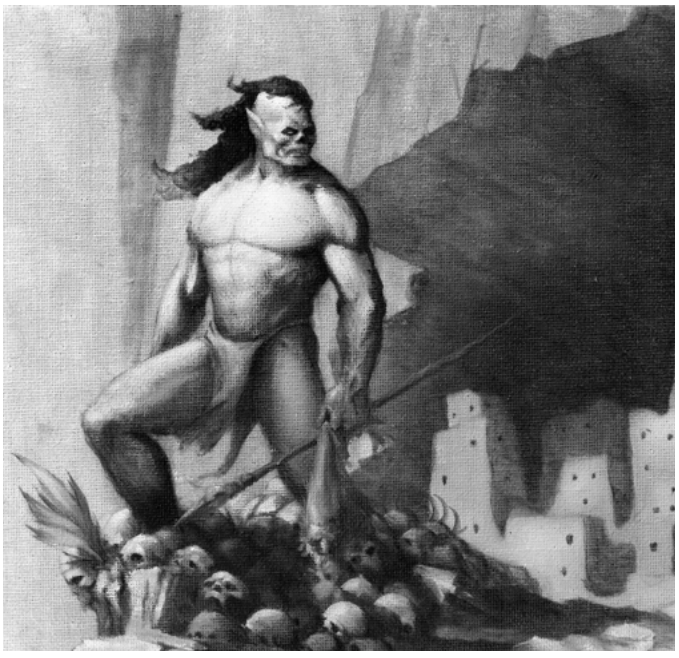
In sedentary agricultural civilizations, only a small fraction of the able-bodied men serve in the realms' armies. In tribal cultures, all able-bodied men (and some women) serve as warriors. The leader of a **tribal domain** can levy these **tribal warriors** into his army. Tribal domains include beastmen clanholds, chaotic domains, and other new domain types that will be introduced in future supplements.

Up to 1 tribal warrior per tribal family can be levied without impacting domain morale or domain revenue. (Any additional levies are treated as militia.) The levy can be done all at once or over a period of time. If the number of tribal families changes, the available number of tribal warriors likewise changes – a reduction in population means that some tribal warriors will have to be released to return to their villages, while an increase in population means new warriors can be rallied to the horde. If tribal warriors are killed, they can only be replaced through population growth, so leaders should track tribal warrior casualties.

When recruited, tribal warriors will arrive trained and equipped as customary for their tribe. The Tribal Warrior Troop Type table shows the number of each troop type that will be levied per every 120 tribal warriors. The Judge can create additional tables to create specialized nations or races. While serving their leader, tribal warriors must be paid wages appropriate to their troop type, as per Mercenary GP Wage per Month in ***Domains at War: Campaigns***.

	Tribal Warrior Troop Type (Per 120 Warriors)										
Troop Type	Jutland	Iv. King.	Skysos	Kobold	Goblin	Orc	Hob.	Gnoll	Lizardman	Bugbear	Ogre
Light Infantry / Hunters	60	40	30	120	60	44	44	55	70	70	70
Heavy Infantry	30	-	-	-	-	30	30	40	50	50	50
Hunters	-	60									
Slingers	-	-	-	-	27	-	-	-	-	-	-
Bowmen	30	20	-	-	27	20	-	-	-	-	-
Crossbowmen	-	-	-	-	-	20	-	-	-	-	-
Longbowmen	-	-	-	-	-	-	24	25	-	-	-
Composite Bowmen			25								
Light Cavalry	-	-	20	-	-	-	10	-	-	-	-
Horse Archers	-	-	25	-	-	-	5	-	--	-	-
Medium Cavalry	-	-	20	-	-	-	7	-	-	-	-
Beast Riders	-	-	-	-	6	6	-	-	-	-	-

EXAMPLE: Thrax rules a wilderness domain consisting of 16 6-mile hexes. Each hex contains 60 orc families, for a total of 960 orc families. Thrax is able to levy 960 orc tribal warriors. Consulting Tribal Warrior Troop Type table, the Judge determines that Thrax's force consists of 352 light infantry, 240 heavy infantry, 160 bowmen, 160 crossbowmen, and 48 boar riders. Thrax organizes these into 3 units of light infantry (120, 120, and 112 troops respectively), 2 units of heavy infantry (120 troops each), 2 units of bowmen (80 troops each), 2 units of crossbowmen (80 troops each) and 1 unit of beast riders (48 troops). The wages for these troops are 2,112gp (352 x 6) for the light infantry; 2,160gp (240 x 9) for the heavy infantry; 960gp (160 x 6) for the bowmen; 1,920gp (160 x 12) for the crossbowmen; and 495gp (33 x 15) for the boar riders, for a total of 5,535gp.



TRIBAL WARRIOR MORALE

Tribal warriors have a base morale appropriate to their troop type. Tribal warriors levied from domains with Steadfast or Stalwart domain morale gain a one-time +1 increase to their morale scores. Tribal warriors levied from domains with Apathetic or Demoralized domain morale suffer a one-time -1 decrease to their morale scores. Tribal warriors may have additional bonuses or penalties to morale based on working conditions, just as with mercenaries.

Tribal warriors make morale rolls during battles when casualties exceed their army's break point, and loyalty rolls any time the warriors suffer a calamity. In addition to the usual cataclysms (routing from a battle, suffering 25% or greater casualties, being out of supply, or going without pay for a month), tribal warriors also must make morale rolls each time they serve for three consecutive months without receiving spoils from a battle or siege at least equal to their wages.

When a loyalty roll is called for, use the Unit Loyalty table (p. XX). Tribal warriors who leave their leader's service will return to their villages if possible, but become brigands/mercenaries if not.

THE WEAPONS AND WARRIORS OF WOE

RULES FOR VARIANT BEASTMAN ARMS, ARMOR, AND LEADERS

By Alexander Macris

BEASTMAN ARMS AND ARMOR

The characteristics for beastmen presented in ***ACKS*** typically provide a standardized movement rate, armor class, and damage for each type of beastman. Beastman can, however, be equipped with a variety of arms and armor. Since the characteristics of humans and demi-humans change with their equipment, it follows that beastmen might vary considerably in characteristics than what is presented in the core rules. The mechanics here are provided to aid the Judge in creating beastmen with a wide array of weapons and armor.

CONVERTING DAMAGE MODIFIERS TO DAMAGE DICE

The baseline combatant in ***ACKS*** is a human mercenary equipped with a one-handed weapon dealing 1d6 points of damage (3.5 on average). From this baseline, the capacity of different combatants to inflict different amounts of damage can be represented by applying a bonus or penalty to 1d6, or by replacing the d6 with another die or dice. Use the table below to convert a base damage and damage modifier into a variant damage die.

Base	-1	0	+1	+2	+3
1d4	1d2	1d4	1d6	1d8 or 2d4	1d10
1d6	1d4	1d6	1d8 or 2d4	1d10	1d12 or 2d6
1d8	1d6	1d8	1d10	1d12 or 2d6	3d4
1d10	1d8	1d10	1d12	3d4	2d8

BEASTMEN BY TYPE

The table below provides the base (unarmored) armor class, base (unencumbered) movement rate, encumbrance value and damage modifier of each type of beastmen. Encumbrance is presented as a series of ranges for full movement, three-quarters movement, half movement, and one-quarter movement. Beastmen are assumed to have 1 stone of encumbrance as a base, representing personal effects, supplies, ill-fitting clothes and shoes, etc. Movement is rounded to the nearest 15'.

Beastman	Base AC	Base Move	Encumbrance	Damage Modifier
Kobold	0	60'	0-3 / 4 / 5-6 / 7-12	-1
Goblin	0	90'	0-3 / 4 / 5-6 / 7-12	0
Orc	0	120'	0-7 / 8-10 / 11-14 / 15-28	0
Hobgoblin	0	90'	0-7 / 8-10/ 11-14 / 15-28	0
Gnoll	+1	90'	0-10 / 11-15 / 16-20 / 21-40	+1
Lizardman	+3	60'	0-8 / 9-12 / 13-16/ 17-32	+1
Bugbear	+3	90'	0-13 / 14-20 / 21-26 / 27-52	+1
Ogre	+3	90'	0-20 / 21-30 / 31-40 / 41-80	+3

Bugbear: Bugbears gain a +3 bonus to armor class from their shaggy hide and a +1 bonus to damage from their size. The default bugbear is equipped with a medium one-handed weapon and a shield, so it has AC 4 and deals 1d6+1 or 2d4 points of damage. With 2 stone encumbrance, it moves 90' per turn. A bugbear with a great axe would have 2 st encumbrance, MV 90', AC 3, and Dmg 1d10+1 or 1d12.

Gnoll: Gnolls gain a +1 bonus to armor class from their tough skin and a +1 bonus to damage from their size. The default gnoll is equipped with leather armor, a medium one-handed weapon, and a shield, so it has AC 4 and deals 1d6+1 or 2d4 points of damage. With 4 st encumbrance, it moves 90' per turn. A gnoll in scale armor with a pole arm would have 5 st encumbrance, MV 90', AC 4 and Dmg 1d10+1 or 1d12.

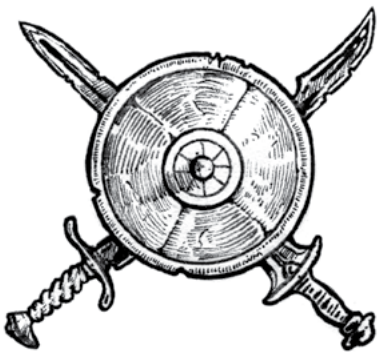
Goblin: Goblins have no bonus to armor class or damage. The default goblin is equipped with leather armor, a medium one-handed weapon, and a shield, so it has AC 3 and deals 1d6 points of damage. With 4 stone encumbrance, it moves 60' per turn. A goblin with plate armor and a spear would have 8 st encumbrance, MV 30', AC 6, and Dmg 1d8.

Hobgoblin: Hobgoblins have no bonus to armor class or damage. The default hobgoblin is equipped with scale armor and a medium weapon wielded two-handed, so it has AC 3 and deals 1d8 points of damage. With 3 stone encumbrance, it moves 90' per turn. A hobgoblin with plate armor, shield, and one-handed weapon would have 8 st encumbrance, MV 60', AC 7, and Dmg 1d6.

Kobold: Kobolds have a -1 penalty to damage. The default kobold is equipped with hide armor, a small one-handed weapon, and a shield. It has AC 2 and deals 1d6-1 or 1d4 points of damage. With 3 stone encumbrance, it moves 60' per turn. A kobold in chain mail with a sword would have 5 st encumbrance, MV 30', AC 4, and Dmg 1d8-1 or 1d6.

Ogre: Ogres have a +3 bonus to armor class from their thick hide and a +3 bonus to damage from their size. The default ogre is equipped with a club (1d4) and fur armor, so it has AC 4 and deals 1d4+3 or 1d10 points of damage. With 2 stone encumbrance, it moves 90' per turn. An ogre in plate armor equipped with a two-handed sword would have 8 st encumbrance, MV 90', AC 9, and Dmg 1d10+3 or 2d8.

Orc: Orcs have no bonus to armor class or damage. The default orc is equipped with leather armor, a shield, and a medium one-handed weapon, so it has AC 3 and deals 1d6 points of damage. With 4 stone encumbrance, it moves 120' per turn. An orc in plate armor equipped with a one-handed weapon and shield would have 8 st encumbrance, MV 90', AC 7, and Dmg 1d6.



BEASTMEN LEADERS

Each monster listing for beastmen presents four tiers of beastmen: warrior, champion, sub-chieftain, and chieftain. These tiers follow a standardized progression of increasing hit dice, armor class, and damage. To create a beastman leader, follow these steps:

Leader HD
½
1-1
1
1+
2
3
4
5
6
7
8
9
10

1. Consult the Leader HD table below. Starting from a warrior's HD, shift downward one row for a champion, two rows for a sub-chieftain, and four rows for a chieftain. If the creature has at least 2 HD and a hit point bonus (such as an ogre with 4+1 HD), the bonus should carry over for champions and sub-chieftains, and be doubled for chieftains.

2. Starting from a warrior's base AC, increase AC by 1 point for a champion, 2 points for a sub-chieftain, and 3 points for a chieftain.

3. Starting from a warrior's base damage, add +1 damage for a champion or sub-chieftain and +2 damage for a chieftain.

4. Adjust results by +/-1 point at the Judge's discretion.

The Judge can use these rules to build leaders for his own variant beastman races, or to experiment with alternative leaders.

EXAMPLE: A kobold warrior has ½ HD, AC 2, and -1 damage. Shifting downward one row on the Leader HD table from ½ HD leads to 1 -1 HD. Shifting downward two rows results in 1 HD. Shifting downward four rows results in 2 HD. Therefore, a kobold champion has 1-1 HD, AC 3, and +0 damage; a kobold sub-chieftain has 1 HD, AC 4, and +0 damage; and a kobold chieftain has AC 5, 2 HD, and +1 damage.

EXAMPLE: An ogre warrior has 4+1 HD, AC 4, and +3 damage. From the Leader HD chart, 4 HD shifts downward by one, two, and four rows to 5, 6, and 8 HD respectively. However, ogres have 2 or more HD with a hit point bonus, so the hit bonus has to be carried over for the champions and sub-chieftains and doubled for chieftains. Ogre champions therefore are assigned 5+1 HD, ogre sub-chieftains are assigned 6+1 HD, and ogre chieftains 8+2 HD.

BRED FOR WAR

RULES FOR BEASTMAN CUSTOM CLASSES, INCLUDING ORCS, BUGBEARS, AND KOBOLDS

By Alexander Macris

Beastman custom classes are a type of racial custom class. They are built using the system presented in the Player's Companion, except as noted below.

EXPERIENCE POINT PROGRESSION AFTER 8TH LEVEL

Unlike the experience point progression for human and demi-human classes, the experience points progression required to advance in beastman custom classes always continues to double, even after 8th level.

MYSTIC PATHS

Upon achieving certain XP thresholds, determined by his race, a beastman may choose to follow a **mystic path**, seeking to unlock either arcane powers (the path of the witch doctor) or divine powers (the path of the shaman). To do so, he must seek out a shaman or witch doctor of his race and become his apprentice. A beastman must have an Intelligence score of at least 9 to become an apprentice witch doctor. A beastman must have a Wisdom score of at least 9 to become an apprentice shaman.

As soon as a beastman becomes an apprentice, he stops accumulating XP in his character class, halting his level advancement. At the end of 1d6 months of apprenticeship, the beastman must make a proficiency throw of 14+. An apprentice witch doctor adds his Intelligence modifier to the die roll, while an apprentice shaman adds his Wisdom modifier. If the proficiency throw is successful, the beastman completes his apprenticeship. If it is a failure, the beastman may either abandon his apprenticeship or train for another 1d6 months.

When the beastman has completed his apprenticeship, he gains the class powers of a 1st level caster of his path (mage or cleric). The beastman can now begin accumulating XP in his mystic path, enabling him to advance in his effective class level as a caster. A beastman with an Intelligence score of 13 or higher will gain a bonus on XP earned on the path of the witch doctor, while a beastmen with a Wisdom score of 13 or higher will gain a bonus on XP earned on the path of the shaman. While on his mystic path, the beastman does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however.

A beastman can abandon his mystic path at any time. A beastman completes his mystic path when he reaches the maximum caster level permitted for his race. Upon abandoning or completing his mystic path, the beastman stops accumulating XP in his mystic path, halting his advancement in caster level. Thereafter he resumes accumulating XP in his character class. Once a beastman has abandoned or completed his mystic path, he cannot return to it.

A beastman who has followed one of the mystic paths and then left it (either by abandoning it or by completing it) may begin to follow the other mystic path if he meets the ability score requirements and can find a master who will take him. This can be hard, as beastman shamans and witch doctors look askance at such practices, seeing them as a violation of tradition and an unwarranted sharing of secrets.

Shaman Experience	Caster Level	Spell Progression				
		1	2	3	4	5
0	1	-	-	-	-	-
500	2	1	-	-	-	-
1000	3	2	-	-	-	-
2,000	4	2	1	-	-	-
4,000	5	2	2	-	-	-
8,000	6	2	2	1	1	-
15,000	7	2	2	2	1	1
30,000	8	3	3	2	2	1
60,000	9	3	3	3	2	2
120,000	10	4	4	3	3	2
240,000	11	4	4	4	3	3

Witch Doctor Experience	Caster Level	Spell Progression					
		1	2	3	4	5	6
0	1	1	-	-	-	-	-
2,000	2	2	-	-	-	-	-
4,000	3	2	1	-	-	-	-
8,000	4	2	2	-	-	-	-
16,000	5	2	2	1	-	-	-
32,000	6	2	2	2	-	-	-
65,000	7	3	2	2	1	-	-
130,000	8	3	3	2	2	-	-
260,000	9	3	3	3	2	1	-
520,000	10	3	3	3	3	2	-
1,040,000	11	4	3	3	3	2	1

ORC CUSTOM CLASSES

Orcs are grotesque beastmen bred as warriors from men and wild boars by the ancient Zaharans. They stand just over 6' tall, with pig-like faces, reddish eyes, and black hair. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt, though serviceable. Orcs are primarily subterranean, but they are also nocturnal and may be found on the surface at night. Orcs are exceedingly cruel and delight in the torment and murder of others. They are also exceptionally greedy, which makes them particularly attractive to the chaotic rulers who hire orcs as mercenary soldiers.

REQUIREMENTS

All orc classes require a minimum Strength 9 or better.

CLASS CATEGORY VALUES

Fighting: Orcs with broad and narrow weapon selections are limited to choosing from swords, spears, flails, axes, spears, polearms, short bows, and crossbows.

Divine: For each point allocated to the Divine Category value, the orc increases his maximum permitted caster level by one when following the path of the shaman. This replaces the normal benefits gained from the Divine Category.

Arcane: For each point allocated to the Arcane Category value, the orc increases his maximum permitted caster level by one when following the path of the witch doctor. This replaces the normal benefits gained from the Arcane Category.

ORC VALUE

When building an orc custom class, assign between 0 and 4 build points to the class's Orc Value. At Orc 0, all orcs gain the following orc custom powers:

Value	Orc	XP Cost
4	Orc 4	2000
3	Orc 3	1750
2	Orc 2	1500
1	Orc 1	1250
0	Orc	100

» **Bestial Tongues:** All orcs speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Bugbear, Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Ogre, Troll.

» **Fearsome Size:** Orcs get larger as they advance in experience, growing approximately ½ inch of height and 10 lbs. of muscle per level. When they have accumulated sufficient XP to be half-way to 2nd level, the orc gains a +1 bonus to damage rolls due to his size. At 4th level, the damage bonus is increase to +2 and the orc's great size and strength grants a +2 morale bonus to orc henchmen, retainers, and followers. At 7th level, the damage bonus is increased to +3, and at 11th level it is increased to +4.

» **Path of the Shaman:** When an orc has accumulated sufficient XP to advance to 2nd level, he may begin to follow the path of the shaman, to a maximum permitted caster level of 6 + his Divine value.

» **Path of the Witch Doctor:** When an orc has accumulates sufficient XP to be half-way to 2nd level, he may begin to follow the path of the witch doctor, to a maximum permitted caster level of 4 + his Arcane value.

» **Subterranean:** Orcs gains **infravision** to a range of 60'. However, orcs suffer a penalty of -1 to attack throws when in sunlight.

Orc Warrior Level Progression

Experience	Title	Level	Hit Dice	Damage
0	Hunter	1	1d8	(+1)
3,000	Raider	2	2d8	+1
6,000	Marauder	3	3d8	+1
12,000	Plunderer	4	4d8	+2
24,000	Reaver	5	5d8	+2
48,000	Bloodletter	6	6d8	+2
95,000	Menace	7	7d8	+3
190,000	Scourge	8	8d8	+3
380,000	Great Chief	9	9d8	+3
760,000	Great Chief, 10th lvl	10	9d8+2*	+3
1,420,000	Great Chief, 11th lvl	11	9d8+4*	+4
2,840,000	Great Chief, 12th lvl	12	9d8+6*	+4

*Hit point modifiers from constitution are ignored

» **Sturdy:** Orcs can carry up to 7 stone without becoming encumbered. When carrying 8-10 stone, their encounter movement rate is reduced to 90'. When carrying 11-14 stone, their encounter movement rate is reduced to 60'. When carrying 15 stone or more, their encounter movement rate is reduced to 30'. An orc can carry a maximum of 28 stone, modified by its Strength bonus or penalty.

» **Unempathic:** Orcs suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

Additional points allocated to the Orc Value stack with points allocated to the Fighting Value for purposes of calculating the rate of improvement for attack throws only, to a maximum of 4.

EXAMPLE: The standard orc warrior is built with Hit Dice 2, Fighting Value 1, Orc Value 2. The orc warrior's attack throws increase as if his Fighting Value were (Fighting Value 1 + Orc Value 2 =) 3.

ORC WARRIOR

This class is built with the following class category allocations: Hit Dice 2, Fighting Value 1b, Orc Value 2. It represents a typical orc, with characteristics like those presented in the orc monster listing in ACKS.

Prime Requisite: STR
Requirements: STR 9
Hit Dice: 1d8
Maximum Level: 12

Orc warriors served as frontline troops in the ancient Empyrean War. Bred for battle, orc warriors require little training, being born with an innate skill in the most savage of weapons. Orc warriors are not as skilled as highly-trained fighters, but their fearsome size and cruelty more than makes up for it.

At first level, orc warriors hit an unarmored foe (AC 0) with an attack throw of 10+. Orc warriors thereafter advance in attack throws by one point every level of experience (i.e. as monsters). They save as fighters. Orc warriors are trained to fight with battle axes, crossbows, flails, great axes, polearms, short bows, short swords, spears, swords, and two-handed swords. They may wear leather or lighter armor, and may wield a weapon and shield or a two-handed weapon.

Orc warriors grow to **fearsome size** as they advance in experience, gaining approximately ½ inch of height and 10 lbs. of muscle per level. When they have accumulated sufficient XP to be half-way to 2nd level, the orc gains a +1 bonus to damage rolls due to his size. At 4th level, the damage bonus is increase to +2 and the orc's great size and strength grants a +2 morale bonus to orc henchmen, retainers, and followers. At 7th level, the damage bonus is increased to +3, and at 11th level it is increased to +4.

Naturally **sturdy**, orcs can carry up to 7 stone without becoming encumbered. When carrying 8-10 stone, their encounter movement rate is reduced to 90'. When carrying 11-14 stone, their encounter movement rate is reduced to 60'. When carrying 15 stone or more, their encounter movement rate is reduced to 30'. An orc can carry a maximum of 28 stone, modified by its Strength bonus or penalty.

When an orc warrior has accumulated sufficient XP to be halfway to 2nd level, he may begin to follow **the path of the witch doctor**. To do so, he must seek out an orc witch doctor and become his apprentice. An orc warrior must have an Intelligence score of at least 9 to become an apprentice witch doctor. As soon as the character becomes an apprentice, he stops accumulating XP as an orc warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the orc makes a proficiency throw of 14+, adding his Intelligence modifier to the die roll. If the proficiency throw is successful, the orc completes his apprenticeship. If it is a failure, the orc may either abandon his apprenticeship or train for another 1d6 months. When the orc completes his apprenticeship, he gains the spellcasting and magical research abilities of a 1st level mage. The orc can now begin accumulating XP in the path of the witch doctor, enabling him to advance in his effective class level as a mage. An orc with an Intelligence score of 13 or higher will gain a bonus on all XP earned on the path of the witch doctor. While on the path of the witchdoctor, the orc does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The orc completes the path when he reaches an effective caster level of 4, but may abandon it at any time before then. Upon abandoning or completing the path, the orc stops accumulating XP in the path of the witch doctor and resumes accumulating XP as an orc warrior. Once an orc warrior has abandoned or completed the path of the witch doctor, he cannot return to it.

When an orc warrior has accumulated sufficient XP to advance to 2nd level, he may begin to follow **the path of the shaman**. To do so, he must seek out an orc shaman and become his apprentice. An orc warrior must have a Wisdom score of at least 9 to become an apprentice shaman. As soon as the character becomes an apprentice, he stops accumulating XP as an orc warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the orc makes a proficiency throw of 14+, adding his Wisdom modifier to the die roll. If the proficiency throw is successful, the orc completes his apprenticeship. If it is a failure, the orc may either abandon his apprenticeship or train for another 1d6 months. When the orc completes his apprenticeship, he gains the spellcasting, magical research, and turning abilities of a 1st level cleric. The orc can now begin accumulating XP in the path of the shaman, enabling him to advance in his effective class level as a cleric. An orc with a Wisdom score of 13 or higher will gain a bonus on all XP earned on the path of the shaman. While on the path of the shaman, the orc does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The orc completes the path when he reaches an effective caster level of 6, but may abandon it at any time before then. Upon abandoning or completing the path, the orc stops accumulating XP in the path of the shaman and resumes accumulating XP as an orc warrior. Once an orc warrior has abandoned or completed the path of the shaman, he cannot return to it.

Orcs are subterranean, and have **infravision** to a range of 60'. However, years spent in darkness leave orcs suffering a penalty of -1 to attack throws when in sunlight. Orcs are innately cruel, with **little empathy** for others, a trait that gives them a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

All orcs speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Bugbear, Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Ogre, Troll.

Orc Warrior Proficiency List: Alertness, Ambushing, Armor Training, Beast Friendship, Berserkergang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun, wrestling), Command, Endurance, Fighting Style, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

Template:	Slaughterer
Proficiencies:	Berserkergang, Endurance
Starting Equipment:	Great axe, short sword, leather armor, thick wool cloak, wool tunic and pants, leather belt, low boots, small sack, wineskin with strong ale, 1 week's iron rations

Slaughterer Template: This pre-generated template represents an orc berserker devoted to Bel, the Slaughterprince. The template is ready for adventure. However, if your orc's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).

Orc Warrior Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2	14+	13+	15+	15+	16+	9+
3	14+	13+	15+	15+	16+	8+
4	13+	12+	14+	14+	15+	7+
5	12+	11+	13+	13+	14+	6+
6	12+	11+	13+	13+	14+	5+
7	11+	10+	12+	12+	13+	4+
8	10+	9+	11+	11+	12+	3+
9	10+	9+	11+	11+	12+	3+
10	9+	8+	10+	10+	11+	2+
11	8+	7+	9+	9+	10+	2+
12	8+	7+	9+	9+	10+	1+

BUGBEAR CUSTOM CLASSES

These large, hairy beastmen were magically bred from hobgoblins and bears by the ancient Zaharans. They are quite strong and tough due to their bear lineage. Despite their bulk, they are deceptively stealthy.

REQUIREMENTS

All bugbear classes require a minimum Strength 9 or better.

CLASS CATEGORY VALUES

Fighting: Bugbears with broad and narrow weapon selections are limited to choosing from the following weapons: battle axe, great axe, hand axe, javelin, morning star, short sword, spear, sword, two-handed sword, war hammer.

Divine: For each point allocated to the Divine Category value, the bugbear increases his maximum permitted caster level by one when following the path of the shaman. This replaces the normal benefits gained from the Divine Category.

Arcane: For each point allocated to the Arcane Category value, the bugbear increases his maximum permitted caster level by one when following the path of the witch doctor. This replaces the normal benefits gained from the Arcane Category.

BUGBEAR VALUE

When building a bugbear custom class, assign between 0 and 4 build points to the class's Bugbear Value. At Bugbear 0, all bugbears gain the following bugbear custom powers:

Value	Bugbear	XP Cost
4	BB 4	11,000
3	BB 3	10,750
2	BB 2	10,500
1	BB 1	10,250
0	BB 0	10,000

» **Bestial Tongues:** All bugbears speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Bugbear, Ogre, Troll.

» **Battleborn:** Bugbears begin play with 2d8+1 bonus hit dice (modified by CON). They deal +1 damage in combat due to their inherent strength. When calculating their attack throws on the Monster or Class Attack Throw tables, bugbears count as three levels greater than their actual level of experience. When calculating their saving throws, bugbears count as two levels greater than their actual level of experience.

» **Fearsome Size:** Bugbears get larger as they advance in experience, growing approximately ½ inch of height and 10 lbs of muscle per level. When they reach 2nd level, the bugbear gains a +1 bonus to damage rolls due to his size. At 3rd level, the damage bonus is increase to +2. At 5th level, the damage bonus is increased to +3 and the bugbear's great size and strength grants a +1 morale bonus to bugbear henchmen, retainers, and followers. At 8th level, the damage bonus is increased to +4, and at 12th level it is increased to +5.

» **Naturally Stealthy:** Opponents encountering bugbears suffer a -1 penalty to surprise rolls.

» **Path of the Shaman:** When a bugbear has accumulated sufficient XP to advance to 3rd level, he may begin to follow the path of the shaman, to a maximum permitted caster level of 6 + his Divine value.

» **Path of the Witch Doctor:** When a bugbear has accumulates sufficient XP to advance to 2nd level, he may begin to follow the path of the witch doctor, to a maximum permitted caster level of 4 + his Arcane value.

» **Shaggy Hide:** Bugbears' base unarmored AC is 3 instead of 0. However, bugbears may not wear human-sized armor due to their hide, and their base movement rate is only 90'. Custom-made bugbear armor has quadruple normal cost and twice the normal encumbrance. Magical armor may be worn normally.

» **Sturdy:** Bugbears can carry up to 13 stone without becoming encumbered. When carrying 14-20 stone, their encounter movement rate is reduced to 60'. When carrying 21-26 stone, their encounter movement rate is reduced to 45'. When carrying 27 stone or more, their encounter movement rate is reduced to 30'. A bugbear can carry a maximum of 52 stone, modified by its Strength bonus or penalty.

» **Subterranean:** Bugbears gains **infravision** to a range of 60'.

» **Unempathic:** Bugbears suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

Additional points allocated to the Bugbear Value stack with points allocated to the Fighting Value for purposes of calculating the rate of improvement for attack throws, to a maximum of 4.

BUGBEAR WARRIOR

This class is built with the following class category allocations: Hit Dice 2, Fighting Value 1b, Bugbear Value 2. It represents a typical bugbear, with characteristics like those presented in the bugbear monster listing in ***ACKS***.

Prime Requisite:	**STR**
Requirements:	**STR 9**
Hit Dice:	**1d8 + 2d8+1 bonus HD at first level**
Maximum Level:	**12**

Bugbear warriors served as elite commandos in the ancient Empyrean War. Bred for strength, toughness, and stealth, bugbears excel at nocturnal raids and close combat.

At first level, bugbear warriors hit an unarmored foe (AC 0) with an attack throw of 7+. Bugbear warriors thereafter advance in attack throws by one point every level of experience (i.e. as monsters). They save as fighters of two levels higher than their actual level of experience. Bugbear warriors are trained to fight with battle axes, hand axes, great axes, javelins, morning stars, spears, swords, two-handed swords, and war hammers. They may wield a weapon and shield, a two-handed weapon, or fight with two weapons. They may not wear any armor unless custom-made, but their **shaggy hide** provides a base unarmored AC of 3, though reducing their base movement to 90'.

Bugbears are **born to battle**. At first level, they gain 2d8+1 bonus hit dice (modified by CON). They deal +1 damage in combat due to their inherent strength. Bugbears get larger as they advance in experience, growing approximately ½ inch of height and 10 lbs of muscle per level. When they reach 2nd level, their damage bonus is increased to +2. At 3rd level, the damage bonus is increase to +3. At 5th level, the damage bonus is increased to +4 and the bugbear's great size and strength grants a +1 mo-

Bugbear Warrior Level Progression

Experience	Title	Level	Hit Dice	Damage
0	Hunter	1	3d8+1	+1
12,000	Raider	2	4d8+1	+2
24,000	Marauder	3	5d8+1	+3
48,000	Plunderer	4	6d8+1	+3
96,000	Reaver	5	7d8+1	+4
192,000	Bloodletter	6	8d8+1	+4
385,000	Menace	7	9d8+1	+4
770,000	Scourge	8	10d8+1	+5
1,540,000	Great Chief	9	11d8+1	+5
3,080,000	Great Chief, 10th lvl	10	11d8+3*	+5
6,160,000	Great Chief, 11th lvl	11	11d8+5*	+5
12,320,000	Great Chief, 12th lvl	12	11d8+7*	+5

*Hit point modifiers from constitution are ignored

rale bonus to bugbear henchmen, retainers, and followers. At 8th level, the damage bonus is increased to +5.

Despite their size, bugbears are **naturally stealthy**. Opponents encountering bugbears suffer a -1 penalty to surprise rolls. All bugbears are subterranean, and have **infravision** to a range of 60'. Bugbears are innately cruel, with **little empathy** for others, a trait that gives them a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

When a bugbear warrior has accumulated sufficient XP to advance to 2nd level, he may begin to follow **the path of the witch doctor**. To do so, he must seek out a bugbear witch doctor and become his apprentice. A bugbear warrior must have an Intelligence score of at least 9 to become an apprentice witch doctor. As soon as the character becomes an apprentice, he stops accumulating XP as a bugbear warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the bugbear makes a proficiency throw of 14+, adding his Intelligence modifier to the die roll. If the proficiency throw is successful, the bugbear completes his apprenticeship. If it is a failure, the bugbear may either abandon his apprenticeship or train for another 1d6 months. When the bugbear completes his apprenticeship, he gains the spellcasting and magical research abilities of a 1st level mage. The bugbear can now begin accumulating XP in the path of the witch doctor, enabling him to advance in his effective class level as a mage. A bugbear with an Intelligence score of 13 or higher will gain a bonus on all XP earned on the path of the witch doctor. While on the path of the witchdoctor, the bugbear does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The bugbear completes the path when he reaches an effective caster level of 4, but may abandon it at any time before then. Upon abandoning or completing the path, the bugbear stops accumulating XP in the path of the witch doctor and resumes accumulating XP as a bugbear warrior. Once a bugbear warrior has abandoned or completed the path of the witch doctor, he cannot return to it.

When a bugbear warrior has accumulated sufficient XP to advance to 3rd level, he may begin to follow **the path of the shaman**. To do so, he must seek out a bugbear shaman and become his apprentice. A bugbear warrior must have a Wisdom score of at least 9 to become an apprentice shaman. As soon as the character becomes an apprentice, he stops accumulating XP as a bugbear warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the bugbear makes a proficiency throw of 14+, adding his Wisdom modifier to the die roll. If the proficiency throw is successful, the bugbear completes his apprenticeship. If it is a failure, the bugbear may either abandon his apprenticeship or train for another 1d6 months. When the bugbear completes his apprenticeship, he gains the spellcasting, magical research, and turning abilities of a 1st level cleric. The bugbear can now begin accumulating XP in the path of the shaman, enabling him to advance in his effective class level as a cleric. A bugbear with a Wisdom score of 13 or higher will gain a bonus on all XP earned on the path of the shaman. While on the path of the shaman, the bugbear does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The bugbear completes the path when he reaches an effective caster level of 6, but may abandon it at any time before then. Upon abandoning or completing the path, the bugbear stops accumulating XP in the path of the shaman and resumes accumulating XP as a bugbear warrior. Once a bugbear warrior has abandoned or completed the path of the shaman, he cannot return to it.

Bugbear Warrior Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	14+	13+	15+	15+	16+	7+
2	13+	12+	14+	14+	15+	6+
3	12+	11+	13+	13+	14+	5+
4	12+	11+	13+	13+	14+	4+
5	11+	10+	12+	12+	13+	3+
6	10+	9+	11+	11+	12+	3+
7	10+	9+	11+	11+	12+	2+
8	9+	8+	10+	10+	11+	2+
9	8+	7+	9+	9+	10+	1+
10	8+	7+	9+	9+	10+	1+
11	7+	6+	8+	8+	9+	0+
12	6+	5+	7+	7+	8+	0+

Naturally **sturdy**, bugbears can carry up to 13 stone without becoming encumbered. When carrying 14-20 stone, their encounter movement rate is reduced to 60'. When carrying 21-26 stone, their encounter movement rate is reduced to 45'. When carrying 27 stone or more, their encounter movement rate is reduced to 30'. A bugbear can carry a maximum of 52 stone, modified by its Strength bonus or penalty.

Bugbears speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Ogre, Bugbear, or Troll.

Bugbear Warrior Proficiency List: Alertness, Ambushing, Armor Training, Beast Friendship, Berserkergang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun, wrestling), Command, Endurance, Fighting Style, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

Template:	Boogeyman
Proficiencies:	Passing Without Trace, Intimidation
Starting Equipment:	Battle axe, shield, small sack with miscellaneous trinkets stolen from humans (12gp value)

Boogeyman Template: This pre-generated template represents an outcast bugbear who skulks in the shadows of a human settlement, terrorizing the peasantry to soothe his rage at his exile from his tribe. The template is ready for adventure. However, if your bugbear's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).

KOBOLD CUSTOM CLASSES

Kobolds are short, cowardly, and sadistic beastmen bred from lizard men and dogs by the ancient Zaharans.

REQUIREMENTS

All kobold classes require a minimum Dexterity 9 or better.

CLASS CATEGORY VALUES

Fighting: Kobolds with broad or narrow weapon selections are limited to choosing from the following weapons: bola, club, dagger, darts, hand axe, javelin, sling, short sword. Due to their short stature, kobolds may never wield large weapons such as

Kobold Warrior Level Progression

Experience	Title	Level	Hit Dice	Damage
0	Hunter	1	1d4	-1
1,500	Raider	2	1d8	-1
3,000	Marauder	3	1d8+1	0
6,000	Plunderer	4	2d8	+1
12,000	Reaver	5	3d8	+1
24,000	Bloodletter	6	4d8	+1
50,000	Menace	7	5d8	+1
100,000	Scourge	8	6d8	+2
200,000	Great Chief	9	7d8	+2
400,000	Great Chief, 10th lvl	10	7d8+2*	+2
800,000	Great Chief, 11th lvl	11	7d8+4*	+2
1,600,000	Great Chief, 12th lvl	12	7d8+6*	+3
*Hit point modifiers from constitution are ignored				

great axes, lances, polearms, staffs, or two-handed swords, and must use two hands when wielding medium-sized weapons such as battle axes, maces, and swords.

Divine: For each point allocated to the Divine Category value, the kobold increases his maximum permitted caster level by one when following the path of the shaman. This replaces the normal benefit gained from the Divine Category.

Arcane: For each point allocated to the Arcane Category value, the kobold increases his maximum permitted caster level by one when following the path of the witch doctor. This replaces the normal benefit gained from the Arcane Category.

KOBOLD VALUE

When building a kobold custom class, assign between 0 and 4 build points to the class's Kobold Value. At Kobold 0, all kobolds gain the following kobold custom powers:

Value	Kobold	XP Cost
4	Kobold 4	500
3	Kobold 3	250
2	Kobold 2	0
1	Kobold 1	-250
0	Kobold 0	-500

» **Bestial Tongues:** All kobolds speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Bugbear, Draconic, Gnoll, Goblin, Hobgoblin, Orc, Ogre, Troll.

» **Easily Encumbered:** Kobolds have a base movement rate of 60'. Kobolds can only carry 3 stone without becoming encumbered. When carrying 4 stone their encounter movement rate is reduced to 45'. When carrying 5-6 stone, their encounter movement rate is reduced to 30'. When carrying 7 stone or more, their encounter movement rate is reduced to 15'. A kobold can carry a maximum of 12 stone, modified by its Strength bonus or penalty.

» **Small But Fierce:** Due to their small size, kobolds have a -1 penalty to saving throws and damage rolls, and a -4 penalty to proficiency throws to open doors. When rolling hit points at 1st level, kobold rolls just one half their Hit Die value. However, kobolds get larger as they advance in experience, growing approximately ¼ inch of height and 1.5lbs. of muscle per level.

» When a kobold has accumulated sufficient XP to be half-way to 2nd level, he may roll again for Hit Points using his full Hit Die value -1, and keep that result if higher than his current total. When a kobold reaches 2nd level, he may roll again for Hit Points using his full Hit Die value, and keep that result if higher than his current total. He no longer suffers a -1 penalty to damage or a -4 penalty to proficiency throws to open doors. His encumbrance limits are each increased by 1 stone.

» When a kobold reaches 3rd level, he may roll again for Hit Points using his full Hit Die value +1, and keep that result if higher than his current total. He counts as having advanced in level for purposes of his attack throw progression.

» When a kobold reaches 4th level, he may roll for Hit Points using two full Hit Dice and keep that result if higher than his current total. He gains a +1 bonus to damage and grants a +2 morale bonus to kobold henchmen, retainers, and followers. His encumbrance limits are each increased by another stone. However, he does not count as having advanced in level for purposes of his attack throw progression.

» Starting at 5th level, the kobold gains one full Hit Die per level until 9th level and his attack throws progress normally. At 8th level, the kobold's damage bonus is increased to +2, and at 12th level it is increased to +3.

» **Path of the Shaman:** When a kobold has accumulated sufficient XP to advance to 2nd level, he may begin to follow the path of the shaman, to a maximum permitted caster level of 6 + his Divine value.

» **Path of the Witch Doctor:** When a kobold has accumulates sufficient XP to advance half-way to 2nd level, he may begin to follow the path of the witch doctor, to a maximum permitted caster level of 4 + his Arcane value.

» **Subterranean:** Kobolds gains **infravision** to a range of 90'.

» **Unempathic:** Kobolds suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

Additional points allocated to the Kobold Value stack with points allocated to the Fighting Value for purposes of calculating the rate of improvement for attack throws, to a maximum of 4.

KOBOLD WARRIOR

This class is built with the following class category allocations: Hit Dice 2, Fighting Value 1b, Kobold Value 2. It represents a typical kobold, with characteristics like those presented in the kobold monster listing in ***ACKS***.

Prime Requisite:	STR
Requirements:	DEX 9
Hit Dice:	1d8
Maximum Level:	12

Bred from dogs and lizardmen by the twisted sorceries of the Zaharans, Kobolds are the smallest of the beastmen races. As such, kobold warriors prefer to engage their enemies in ranged skirmishes or, even better, in well-prepared ambush.

At first level, kobold warriors hit an unarmored foe (AC 0) with an attack throw of 10+. At third level, their attack throw advances to 9+, and at fifth level to 8+. Thereafter, kobold warriors thereafter advance in attack throws by one point every level of experience (i.e. as monsters). They save as fighters, but suffer a -1 penalty to all saving throws. Kobold warriors are trained to fight with bola, club, dagger, darts, hand axe, javelin, sling, short sword. They suffer a -1 penalty to damage rolls and a -4 penalty to proficiency throws to open doors due to their small size. They may wear leather or lighter armor, and may wield a weapon and shield or fight with two weapons.

Kobolds get larger as they advance in experience, growing approximately ¼ inch of height and 1.5 lbs of muscle per level. When a kobold has accumulated sufficient XP to be half-way to 2nd level, he may roll again for Hit Points using his full Hit Die value -1, and keep that result if higher than his current total. When a kobold reaches 2nd level, he no longer suffers a -1 penalty to damage, nor the -4 penalty to proficiency throws for opening doors. He may roll again for Hit Points using his full Hit Die value, and keep that result if higher than his current total. When a kobold reaches 3rd level, he may roll again for Hit Points using his full Hit Die value +1, and keep that result if higher than his current total. When a kobold reaches 4th level, he gains a +1 bonus to damage and grants a +2 morale bonus to kobold henchmen, retainers, and followers. He may roll for Hit Points using two full Hit Dice and keep that result if higher than his current total. At 8th level, the kobold's damage bonus is increased to +2, and at 12th level it is increased to +3.

When a kobold warrior has accumulated sufficient XP to be half-way to 2nd level, he may begin to follow **the path of the witch doctor**. To do so, he must seek out a kobold witch doctor and become his apprentice. A kobold warrior must have an Intelligence score of at least 9 to become an apprentice witch doctor. As soon as the character becomes an apprentice, he stops accumulating XP as a kobold warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the kobold makes a proficiency throw of 14+, adding his Intelligence modifier to the die roll. If the proficiency throw is successful, the kobold completes his apprenticeship. If it is a failure, the kobold may either abandon his apprenticeship or train for another 1d6 months. When the kobold completes his apprenticeship, he gains the spellcasting and magical research abilities of a 1st level mage. The kobold can now begin accumulating XP in the path of the witch doctor, enabling him to advance in his effective class level as a mage. A kobold with an Intelligence score of 13 or higher will gain a bonus on all XP earned on the path of the witch doctor. While on the path of the witchdoctor, the kobold does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The kobold completes the path when he reaches an effective caster level of 4, but may abandon it at any time before then. Upon abandoning or completing the path, the kobold stops accumulating XP in the path of the witch doctor and resumes accumulating XP as a kobold warrior. Once a kobold warrior has abandoned or completed the path of the witch doctor, he cannot return to it.

When a kobold warrior has accumulated sufficient XP to advance to 2nd level, he may begin to follow **the path of the shaman**. To do so, he must seek out a kobold shaman and become his apprentice. A kobold warrior must have a Wisdom score of at least 9 to become an apprentice shaman. As soon as the character becomes an apprentice, he stops accumulating XP as a kobold warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the kobold makes a proficien-

Kobold Warrior Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	16+	15+	17+	17+	18+	10+
2	15+	14+	16+	16+	17+	10+
3	15+	14+	16+	16+	17+	9+
4	14+	13+	15+	15+	16+	9+
5	13+	12+	14+	14+	15+	8+
6	13+	12+	14+	14+	15+	7+
7	12+	11+	13+	13+	14+	6+
8	11+	10+	12+	12+	13+	5+
9	11+	10+	12+	12+	13+	4+
10	10+	9+	11+	11+	12+	3+
11	9+	8+	10+	10+	11+	3+
12	9+	8+	10+	10+	11+	2+

cy throw of 14+, adding his Wisdom modifier to the die roll. If the proficiency throw is successful, the kobold completes his apprenticeship. If it is a failure, the kobold may either abandon his apprenticeship or train for another 1d6 months. When the kobold completes his apprenticeship, he gains the spellcasting, magical research, and turning abilities of a 1st level cleric. The kobold can now begin accumulating XP in the path of the shaman, enabling him to advance in his effective class level as a cleric. A kobold with a Wisdom score of 13 or higher will gain a bonus on all XP earned on the path of the shaman. While on the path of the shaman, the kobold does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The kobold completes the path when he reaches an effective caster level of 6, but may abandon it at any time before then. Upon abandoning or completing the path, the kobold stops accumulating XP in the path of the shaman and resumes accumulating XP as a kobold warrior. Once a kobold warrior has abandoned or completed the path of the shaman, he cannot return to it.

Kobolds are subterranean, and have **infravision** to a range of 90'. Kobolds are innately cruel, with **little empathy** for others, a trait that gives them a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans. Kobolds have a base movement rate of 60' and are **easily encumbered**. Kobolds can only carry 3 stone without becoming encumbered. When carrying 4 stone their encounter movement rate is reduced to 45'. When carrying 5-6 stone, their encounter movement rate is reduced to 30'. When carrying 7 stone or more, their encounter movement rate is reduced to 15'. A kobold can carry a maximum of 12 stone, modified by its Strength bonus or penalty. Each of these limits is increased by one stone when the kobold warrior reaches 2nd level, and once again at 4th level.

All kobolds speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Bugbear, Draconic, Gnoll, Goblin, Hobgoblin, Orc, Ogre, Troll.

Kobold Warrior Proficiency List: Acrobatics, Alertness, Ambushing, Armor Training, Beast Friendship, Blind Fighting, Caving, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun), Command, Dungeon Bashing, Eavesdropping, Fighting Style, Land Surveying, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Running, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

Template:	Skirmisher
Proficiencies:	Skirmishing, Caving
Starting Equipment:	Javelin, short sword, shield, leather armor, leather belt, low boots, small sack, wineskin with fermented milk, 1 week's iron rations

Skirmisher Template: The kobold who runs away lives to fight another day! The template is ready for adventure. However, if your kobolds's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).

WHO STANDS AGAINST THE BEASTMEN?

AN OVERVIEW OF THE AURAN FRONTIER DEFENSES OF THE MAGERUM MENOTÜRUM, THE UNBROKEN LINE

By Alexander Macris

While the core provinces of the Auran Empire are settled and safe, the same cannot be said of its 4,000+ miles of borderlands. Beastmen, barbarians, and rival nations ceaselessly raid across the frontier, and only the bulwark of the Auran Army shields the civilized interior from their depredations.

THE GRAND STRATEGY OF THE AURAN EMPIRE

For over a century, the Auran Empire has been in a state of decline, and its loss of the Syrnasos, Kemesh, Dappakosea, and Ivorea has cost the Empire considerable prestige, treasure, and manpower. However, its reduced borders are now more contiguous and more defensible than at the height of Imperial overstretch.

To preserve its remaining territory, the Auran Empire maintains a fighting force of around 370,000 soldiers. 192,000 soldiers are stationed along the borders, where they occupy a series of defensive positions known as the *Magerum Menotürum*, the Unbroken Line. The soldiers of the Line are responsible for deterring and resisting raids and incursions, controlling traffic into and out of the empire, and conducting patrols and expeditions beyond the border. Another 145,000 soldiers are stationed in the core provinces, where they are used as a mobile reserve to deal with breakthroughs. Finally, there are 33,000 soldiers stationed under the emperor's personal control at the capital.

THE UNBROKEN LINE

The Empire's western border with Kemesh is approximately 360 miles long. Near the northern coast the terrain is littoral scrubland; it becomes more arid further from the coast, eventually desiccating into semi-desert. The western border is guarded by 36,000 troops across 60 forts, charged with deterring Kemeshi aggression, nomad raiders, and slavers.

The 336-mile long southeastern border lies adjacent to old Zahar, and is perennially subject to beastman raids. The region is lightly settled and heavily forested along most of its length, with rolling hills giving way to craggy peaks where the border approaches the Meniri Mountains. 33,000 troops man the 56 forts here – or used to. Over 80% of these troops have been sent west in the past few years to fight against the Skysos.

The 2,000-mile coastline of the Ammas Aurë forms the Empire's northern border. The coast is raided frequently by Syrnasan pirates, Celdorean slavers, and Jutlandic raiders, and over 50,000 troops man a series of 85 forts at key harbors and look-out points.

The Empire's 1,400-mile long southern border is dominated by the Meniri Mountain range. Its mighty peaks reach an average elevation of 11,000', with more than a few peaks exceeding 20,000'. The mountains were once home to vast Dwarven holdings, but are nowadays occupied primarily by beastmen, giants, and other chaotic creatures. 72,000 troops are stationed here, where they watch the passes and control the heights from a series of 120 forts.

In order to create defense-in-depth, the border forts are constructed in three ranks, usually with a second rank 24 to 36 miles behind the first rank, and a third rank the same distance further to the rear. The interior forts are typically larger than the frontline forts, but less numerous. A ratio of 3:2:1 is common, with three front-rank forts, two second-rank forts, and one third-rank fort.

As the front-rank forts of the *Magerum Menotürum* are too thinly spaced to maintain a watch along the entire border, the Aurans have constructed a string of watchtowers at intervals of approximately one mile between them. Where a naturally defensible perimeter exists, such as a river bank, the front-rank forts and watchtowers have been constructed to take advantage of this terrain. Where no such natural border exists, an artificial perimeter has been constructed, typically a wooden palisade or earthen rampart with a ditch. It is these long stretches of palisade, tower, and fort, often extending for dozens of miles, which give the Unbroken Line its name.

THE FORTS

With characteristic Auran orderliness and regularity, the front-rank forts of the *Magerum Menotürum* follow a standardized template. The typical front-rank fort is a square or rectangular compound about 5 acres in size, constructed on a high hill or mound, with 15' embattled curtain walls, 30' tall mural towers at each corner, and 20' tall gatehouses in at least two of the curtain walls. The walls enclose a series of interior structures, always including a headquarters building, commander's palace, two granaries, two stable-barracks, and four barracks, and sometimes a hospital, chapterhouse, and/or bathhouse as well. The curtain walls are built with local stone, but are usually rendered and white-washed to gleam in the sun. The interior structures are usually rendered and white-washed stone, but smaller or more out-of-the-way forts may have interior buildings of plastered wattlework or wood.

The interior forts are far less uniform than those at the front, as many of them were constructed decades or even centuries prior, under different conditions and for different purposes. Some forts, such as the mighty Türos Orn in Southern Argollë, are thought to pre-date the founding of Aura itself.

Each of the border forts is intended to garrison a cohort of troops, consisting of two companies of cavalry (120 horse) and four companies of infantry (480 troops), with the capacity to temporarily hold more troops if needed. However, two years ago most of the soldiers of the southeastern border were re-deployed to fight against the Skysos, far to the west. This has left many of the southeastern border forts with only around 100 troops each.

A detailed look at one such fort, Türos Tem, can be found in ***AX1: The Sinister Stone of Sakkara***, an introductory adventure for ACKS.

THE WATCHTOWERS

A typical Auran watchtower is 20' square and 30' tall, with 2.5' thick stone walls plastered white. Entrance is by means of a ladder up to a doorway into the second story, which serves as a lounge for the crew. Interior ladders lead to the first (ground) story, which is a storage room, and the third story, which is the duty station. The third story is topped with a pyramidal low-pitched roof of oak shingles with a wide overhang that covers an external walkway encircling the third story of the tower.

During normal circumstances, each watchtower will be manned by 1d2-1 composite bowmen, 1d2-1 veteran heavy infantry, and 1d3 heavy infantry from the Auran Army. Watchtowers in more dangerous locations, or on alert, will be manned by up to 1d6 composite bowmen, 1d6 veteran heavy infantry, and 2d4 heavy infantry. Garrisons tend to be cautious if approached, for bandits and brigands often pose as adventurers, but if trust is established they will happily provide information and supplies to adventurers fighting chaos on the Empire's behalf.

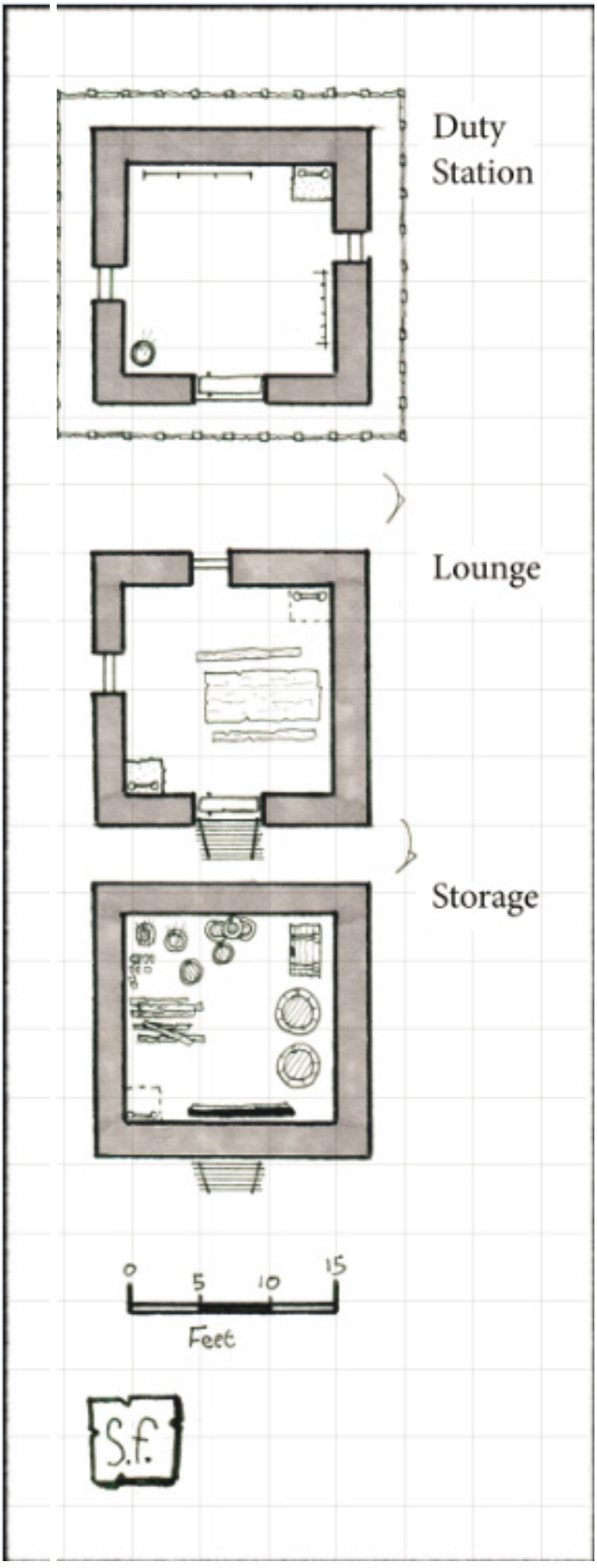
> **Composite Bowman:** MV 120', AC 2 or 3 (leather armor & shield), HD 1-1, hp 4 each, #AT 1 (bow or sword), D 1d6, Save NM, ML 0, AL L
>
> **Veteran Heavy Infantry:** Fighter 1; MV 60', AC 6 (banded mail & shield), HD 1, hp 5 each, #AT 1 (spear or sword), D 1d6+1, Save F1, ML +1, AL L
>
> **Heavy Infantry:** MV 60', AC 6 (banded mail & shield), HD 1-1, hp 4 each, #AT 1 (spear or sword), D 1d6, Save NM, ML 0, AL L

Approximately one-third of the watchtowers are built for cavalry, and have a 60' x 15' wooden stable, suitable for up to 12 horses, annexed to the first story of the tower. These watchtowers will be manned by 1d2-1 veteran cataphract cavalry, 1d2-1 cataphract cavalry, and 2d2 horse archers. Reinforced cavalry towers will be manned by 1d2 veteran cataphract cavalry, 1d2 cataphract cavalry, and 2d6+1 horse archers.

> **Veteran Cataphracts:** Fighter 1; MV 180', AC 7 (plate armor & shield), HD 1, hp 5 each, #AT 1 (lance, sword, or composite bow), D 1d10+1 or 1d6+1, Save F1, ML +3, AL L
>
> **Cataphracts:** MV 180', AC 7 (plate armor & shield), HD 1-1, hp 4 each, #AT 1 (lance, sword, or composite bow), D 1d10 or 1d6, Save NM, ML +2, AL L
>
> **Horse Archers:** MV 240', AC 3 or 2 (leather armor & shield), HD 1-1, hp 4 each, #AT 1 (scimitar or composite bow), D 1d6, Save NM, ML +1, AL L

A typical watchtower will be provisioned for one month for twelve men. A typical daily ration for Auran soldiers is 2lbs grain (1.7cp), 8oz smoked pork (2.1cp), 1.5oz lentils (0.1cp), 1.5oz olive oil (2cp), 1.5oz salt (0.8cp), and 1oz cheese (0.4cp), costing 7.1cp and weighing 2lbs 13.5oz total. A typical watchtower will therefore hold 3d6+2 bushels of grain (5sp, 4 st each), 1d2 barrels of smoked pork (5gp, 8 st each), 1d2-1 bags of lentils (5sp, 4 st each), 1d3 pints of olive oil (22cp, 1 st per 15 bottles), 1d8 salt bricks (7sp, 3/6 st each), and 1d8 cheese wheels (3sp, 2/6st each). Cavalry watchtowers will also be provisioned with 4d6+2 x 10 bales of hay (115sp, 3 st each). A typical cavalry horse eats 20lbs of hay per day.

The watchtowers are positioned such that each tower along the Line can see the next tower. If the vagaries of terrain make this impossible, then the Aurans will construct additional towers in between, or heighten the towers with flag poles, or rely on signal fires. As a result of this configuration, reinforcements from the nearby towers can arrive quickly – cavalry in 1d4+4 minutes and infantry in 1d6+6 minutes.



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ISSUE THREE
SEPTEMBER 2016

HE WHO HAS THE GOLD, MAKES THE RULES...

- ***Strongholds & Domains:*** a revised approach to *ACKS* domains for faster, easier play
- ***Separating Land and Lordship:*** rules for domains of governors and landowners
- ***Senatus Consultum Ultimum:*** when the senate speaks, the ruler must listen!
- ***Wandering into War:*** a system of domain encounters to keep rulers on their guard
- ***Of Coins and Commerce:*** comments and context on the economy of *ACKS*
- ***The Economics of Peasant Families:*** what does life hold for those who till the land?
- ***Flocks and Herds and Silver and Gold:*** calculating returns from owning livestock in ACKS

STRONGHOLDS AND DOMAINS

A REVISED APPROACH TO ACKS DOMAINS FOR FASTER, EASIER PLAY

By Alexander Macris

This article presents a set of revised rules intended to replace the Strongholds and Domains section found in ***ACKS***, Chapter 6, p. 125-134. The new rules retain the concrete, bottom-up approach that characterizes ***ACKS***, and remain compatible with ***ACKS***'s existing assumptions on demographics, agricultural productivity, population density, and other economic issues, but they eliminate the recursive nature of income calculation, eliminate any percentage-based calculations for domain revenue and expenses, allow for domains of any size, allow for noncontiguous domains, and allow for easy expansion with new "modules" of rules. Several such modules appear as separate articles in this issue of ***Axioms***.

ACQUIRING THE DOMAIN

An adventurer begins the process of becoming a ruler by first acquiring an area of land, known as a **domain**. Domains can vary considerably in size. A very small domain is a 2-square mile area of land (one 1.5-mile hex on a local map). A typical domain is a 32-square mile area of land (one 6-mile hex on a regional map, or sixteen contiguous 1.5-mile hexes on a local map). A very large domain, fit for a king, is 500 square miles (one 24-mile hex on a continental map, or sixteen contiguous 6-mile hexes on a regional map). The area of land making up a domain is called its **territory**. A domain's territory is often contiguous, but it may be noncontiguous if desired. While there are no restrictions on a domain's size or shape, large and noncontiguous domains are harder to control, as explained below.

Domains are classified as either **civilized**, **borderlands**, or **wilderness**. A newly established domain is civilized if all of its territory is within 48 miles of a city or large town. A newly established domain is borderlands if all of its territory is within 72 miles of a city or large town. All other newly established domains are wilderness. (Domains may upgrade their classification over time through population growth.) Explorers may only build strongholds in borderlands or wilderness domains. Elven fastnesses and dwarven vaults may only be built in wilderness areas or civilized or borderlands areas of their race.

If an adventurer is securing a civilized domain, the adventurer will need to get a land grant from the local ruler (usually in exchange for a pledge of fealty). If the character simply wishes to buy civilized land, he will find it very expensive; an acre of good land in a civilized territory typically costs 50gp. For this reason, most adventurers will secure unclaimed borderland or wilderness domains. This requires entering the area with other adventurers or mercenaries and dealing with any lairs and wandering monsters present there. The larger the domain, the more challenging to clear it and control it.

LAND VALUE

Not all land is equally valuable. Therefore we assign each 6-mile hex a **land value** in gp per peasant family per month. High land revenue means the domain is rich in farm produce, timber, furs, stone, or even minerals. Low land revenue represents barren, infertile soil with limited natural resources. Roll 3d3 per hex to determine its land value. The Judge should determine the exact reason for the land's value (or lack thereof) based on the roll.

There are two ways for an adventurer to discover the land value of a hex, either by surveying it or by settling it.

Terrain Type	Target Value
Clear, Grass	11+
Scrub, Hills	17+
Barren, Desert	18+
Mountains, Woods	19+
Swamp, Jungle	20+

Surveying the Land: A land surveyor (either an NPC hireling or an adventurer with the Land Surveying proficiency) can assess the land value of a 6-mile hex. Assessing land value requires one day and requires a successful proficiency throw. The target value of the proficiency throw is based on the terrain. It is easy to survey the value of arable fields and pasture, but surveying the value of forests, jungles, and mountains is considerably more time-consuming as it involves, e.g., prospecting for minerals or sampling trees. If the proficiency throw succeeds, the character correctly assesses the land value of the hex and the Judge should reveal the number. If the proficiency throw fails with an unmodified 1, the character incorrectly assess the land value of the hex, and the Judge should roll or choose a false value to reveal. (The false value will be revealed as such when the land is settled). On any other result, the character does not yet have enough information to make or revise an assessment. Land surveying in wilderness terrain is risky. Make an encounter throw each day.

Settling the Land: Settling the land involves having peasant families work there for at least one month. At the end of this time, the adventurer will learn the actual land value of the hex.

Land Surveyor: Land surveyors are 1st level explorers with the Cartographer template and can be hired to assess the number of lairs in a hex and to assess its land value. Land surveyors are hired on a monthly basis and are available in urban settlements in the same numbers as navigators. Land surveyors will expect to be protected while on duty, either by their employer or by a number of mercenaries equal to the maximum number of lairs in the hex(es) they are assigned to explore. Land surveyors will attempt to evade any wandering monsters they encounter; they will not fight for their employer or enter lairs unless recruited as henchmen.

Land Value Simplified (optional): For a simpler approach, Judges may apply the same land value to all 6-mile hexes within a single 24-mile hex, or (for maximum simplicity) treat all land values as 6. By default, ACKS products assume land values of 6gp for most NPC domains.

ESTABLISHING THE STRONGHOLD

The adventurer must now secure his domain by establishing a stronghold on its territory. If there is an existing structure that's suitable for use as a stronghold on the domain, this structure can be claimed by the adventure as his stronghold. This structure might be a castle granted with the land, or a tunnel complex cleared of its prior inhabitants in the process of securing the domain, and so on. Normally, however, the adventurer will need to construct his own stronghold to secure his new territory. The player should design a plan for the stronghold and calculate the costs based on the prices listed in ***ACKS***.

Minimum Stronghold Value

Classification	Per 1.5-mi hex	Per 6-mi. hex	Per 24-mi. hex
Civilized	1,000gp	15,000gp	240,000gp
Borderlands	1,500gp	22,500gp	360,000gp
Wilderness	2,000gp	32,000gp	512,000gp

Small domains in civilized realms can be secured with a stone home or tower, but large tracts of wilderness territory can only be secured with a formidable stronghold. The Minimum Stronghold Value table shows the minimum value required to secure each 1.5-mile hex, 6-mile hex, and 24-mile hex in a domain based on its classification. If a domain has multiple strongholds, the total value of all strongholds in the domain should be counted. A stronghold of insufficient value will make the domain harder to control. See **Keeping the Peace**, below.

NONCONTIGUOUS DOMAINS AND STRONGHOLDS

Most domains are established with contiguous territory, such that a single stronghold can easily secure the entire domain. If a domain is established in a noncontiguous area of land, then a stronghold or set of strongholds must be built that is large enough to secure all the noncontiguous hexes in between the domain's territories. If this is not done, the stronghold will count as being of insufficient value and domain morale will suffer.

EXAMPLE: Quintus has established a borderlands domain consisting of four 6-mile hexes. Three of the hexes are clustered contiguously, while the fourth lies a distance of 18 miles (3 6-mile hexes) away. Quintus's domain will count as [3 + (2 x 1)] 5 hexes for purposes of territorial control. His stronghold must be of sufficient value to secure seven 6-mile hexes – the three contiguous hexes, the noncontiguous hex, and the three hexes in between. Therefore its value must be (22,500 x 7) 157,500gp or more.

ATTRACTING PEASANTS AND FOLLOWERS

Domain Population

Hex Classification	Starting Peasant Families
Civilized	8d6 x 10 per 6-mile hex
Borderlands	3d6 x 10 per 6-mile hex
Wilderness	1d4+1 x 10 per 6-mile hex

While the adventurer's stronghold is under construction, the domain around his stronghold will slowly become settled by the workers and their families. In addition, peasants and laborers seeking the adventurer's protection will settle near the stronghold. These peasant families become permanent inhabitants of the adventurer's domain. The number of peasant families that will inhabit the domain when the stronghold is complete is determined on the Domain Population table. Roll for each hex of the domain's territory. Each peasant family is assumed to have an average of 5 peasants. Families will be of the same race as the adventurer, e.g. elven fastnesses are settled by elven peasants.

Once the stronghold is of sufficient value to secure the domain's territory, the peasant families will begin generating income for the character, and begin to incur costs (see **Collecting Revenue** and **Paying Expenses** below). At this point the adventurer has become a ruler. Until then, the domain will not generate money, nor grow.

The character's followers will also begin arriving during stronghold construction. One half of the character's followers (rounded up) will arrive when the stronghold is halfway completed. An additional one quarter of the character's followers (rounded up) will have arrived by the time the stronghold is finished. The remainder of the followers will arrive within the first month following the completion of the stronghold. Use the Followers Type and Equipment by Class table, found in ***ACKS*** and ***ACKS Player's Companion***, to determine the arms and equipment of the arriving followers.

Attracting Peasants and Followers Before 9th Level: Sometimes a character might acquire a domain before 9th level, perhaps through inheritance, as a reward for heroic deeds, through military conquest, or by clearing a hex and establishing a stronghold. An adventurer of 8th level or less does not attract followers or peasants until he reaches 9th level. If he acquires an existing domain, he retains its current number of families. If he has acquired a new domain, he begins with no families. In either case the character can still make investments to attract peasants (q.v.) or hire mercenaries. Followers and peasants will arrive at 9th level per the rules above.

GROWING THE DOMAIN

If a ruler is fortunate, birth and immigration may increase the population of a domain. If he is unlucky, fire, disease, and emigration will decrease it. Each month, a ruler makes two die rolls of 1d10 per 1,000 families in the domain (rounded up). These rolls will determine the change in his domain's population. The first roll determines the increase in the domain's number of peasant families, and the second roll determines the decrease in the domain's number of peasant families. Any die that rolls a 10 should be rolled again, with the new result added to the total (repeating the process if a subsequent 10 is rolled).

EXAMPLE: Marcus's domain has a population of 1,200 peasant families. He will make two die rolls of 2d10. Marcus first rolls 2d10 for increase and gets a 3 and an 8. His domain gains 11 peasant families. He then rolls 2d10 for decrease and gets a 10 and a 7. Since one of the dice rolled a "10", he must roll that die again and add it to the total. This roll results in another 10! Marcus has to roll yet again, this time getting a 4. His total is 10+7+10+4, or 31. Marcus's domain loses 31 peasant families. Having gained 11 and lost 31, Marcus's domain ends up down 20 peasant families.

A ruler can increase the population of his domain by making **agricultural investments** into the area. For every 1000gp spent on investments in a month, the domain will attract 1d10 new peasant families. The maximum amount that may be spent in investment per month is equal to the domain's monthly revenue or 1000gp, whichever is greater.

Population (families)	Increase	Population (Families)	Increase
1-100	+5d20	301-400	+3d10
101-200	+5d10	401-500	+2d10
201-300	+4d10	500+	+1d10

Adventurers who are rising in power and fame will attract additional peasants to move to their domains. Provided a character actively adventures at least once per month and keeps his domain secure from threats, his domain's population will grow by a random amount each month, determined by the number of families already present.

Elven domains always increase in population as if they were two population categories larger. Dwarven domains increase in population as if they were one population category larger.

EXAMPLE: An elven domain of 1-100 peasant families increases in population as if it were 201-300 peasant families in population, at 4d10 per month.

Note that if a domain ruler is not actively adventuring, does not make agricultural investments, and does not have very high domain morale, the gain and loss in population each month will tend to equalize and domain population will be flat.

Stagnant Domains (optional): For faster play, the Judge may assume that population increase from birth and immigration and population decrease from death and emigration are equal in domains with a morale of 0. Instead of rolling two die rolls of 1d10 every month, the ruler only rolls dice for population change from active adventuring and from morale (q.v.)

LIMITS OF GROWTH

The classification and territory of a domain determine its maximum population. A wilderness domain cannot exceed 8 peasant families per 1.5-mile hex of territory, or 125 families per 6-mile hex. A borderlands domain cannot exceed 15 families per 1.5-mile hex of territory, or 250 families per 6-mile hex. A civilized domain cannot exceed 50 families per 1.5-mile hex of territory, or 780 families per 6-mile hex.

To increase the number of families in his domain beyond these limits, a ruler may either secure additional territory; establish an **urban settlement** with **urban families** in existing territory; or improve the domains classification from wilderness to borderland or borderlands to civilized. Acquiring territory is handled as above (q.v.). Establishing urban settlements is discussed in the **Villages, Towns, and Cities** rules below. Improving domain classification follows the rules below.

Advancing from Wilderness to Borderland: A wilderness domain becomes a borderlands domain if, at the end of any month:

» Each of the domain's 6-mile hexes has reached its maximum population of 125 peasant families, and the domain has grown to encompass 16 6-mile hexes (2,000 peasant families total).

» Each of the domain's 6-mile hexes has reached its maximum population of 125 peasant families, the domain's further territorial expansion into contiguous hexes is limited by terrain or other friendly domains, and the domain has an urban settlement with a number of urban families equal to or greater than 20% of its total peasant families

» The domain lies within 72 miles of a friendly city or large town at any time. This might occur if the domain expands its territory or if a new city or large town is built.

Advancing from Borderland to Civilized: A borderlands domain becomes a civilized domain if, at the end of any month:

» Each of the domain's 6-mile hexes has reached its maximum population of 250 peasant families, and the domain has grown to encompass 16 6-mile hexes (4,000 peasant families total).

» Each of the domain's 6-mile hexes has reached its maximum population of 125 peasant families, the domain's further territorial expansion into contiguous hexes is limited by terrain or other friendly domains, and the domain has an urban settlement with a number of urban families equal to or greater than 20% of its total peasant families

» The domain lies within 48 miles of a friendly city or large town at any time. This might occur if the domain expands its territory or if a new city or large town is built.

EXAMPLE: Fritz, a cousin of Marcus, inherited a borderlands domain consisting of three 6-mile hexes populated by 180 families each. Fritz's new domain is unfortunately surrounded on all sides by a patchwork of other baronies, counties, and marches, leaving him with no way to add extra territory without provoking war. After several years of judicious rule, however, Fritz has managed to grow his domain's population to 250 families per hex (750 families total) as well as established an urban settlement with 150 urban families (20% of his total peasant families). Fritz's domain advances from borderlands to civilized classification.

Regress of Classification (Optional): Domains may regress in classification at the Judge's discretion if the circumstances that brought about the domain's advancement in classification are ended. For instance, if a major city is sacked and destroyed, the domains around it might be reduced from civilized to borderlands.

Littoral Hexes (Optional): Communities that can exploit the bounty of the sea can maintain higher population densities. When a domain's territory is adjacent to one or more 6-mile hexes of fishable water, the domain may count the adjacent hexes of water as part of its territory for purposes of calculating its limits of growth.

Alternative Farming Methods (Optional): The limits of growth above assume the low-yield mixed-use farming methods detailed in *The Economics of Peasant Farming*, later in this issue. Intensive cultivation of high yield crops twice per year could yield population densities as much as eight times higher. The Judge aiming to emulate a particular historical setting or demography should adjust the limits of growth where appropriate.

COLLECTING REVENUE

Each month, a ruler collects revenue from each peasant family in his domain. There are four sources of revenue: land revenue, service revenue, tax revenue, and tribute. The first three types of revenue are generated by the domain's peasant families, while the last is only generated if the ruler has one or more vassal domains (described below).

Source	Monthly Revenue
Land	3-9gp / family
Services	2-4gp/ family
Taxes	2gp/ family
Tribute	Varies

Land: As noted under **Securing the Domain** (above), land revenue derives from labor on the domain's lands. It includes wheat, barley, and other grains; cheese, milk, meat, bee honey, and other animal products; and clay, stone, coal, and metals. The average domain produces 6gp of land revenue per peasant, but not all land is equally valuable. Each hex of the domain's land revenue will have been determined with a roll of 3d3 when the domain was first secured – this value is the monthly land revenue per peasant family in that hex.

EXAMPLE: Marcus has secured a 6-mile hex domain in the wilderness across the Mirmen River. The Judge rolled 3d3 to determine what his land revenue will be. His results were 3, 2, 3, for a total of 8. Each peasant family that settles there will generate 8gp of land revenue per month. The Judge determines the land is so valuable because of an abundance of timber and fur.

Services: Services revenue derives from the services of skilled tradesmen, such as baking, carpentry, lumbering, milling, and smithing. Most of these services are provided by freemen who offer a portion of their labor to the ruler in exchange for the right to practice their trade on his domain. Monthly service revenue is 4gp per family.

Tax: Tax revenue is coin paid directly to the ruler by his peasants. The ruler of a domain has the right to collect fees upon marriage, inheritance, birth and death, harvest, and other occasions; to levy fines and fees for administering justice; to charge tolls for the roads; to charge a duty on merchants in his markets; and to levy a rent and tax on those working the land. The sum of these constitutes the domain's monthly tax revenue of 2gp per family. Tax revenue can be increased above this amount but doing so damages the peasant's loyalty. Lower taxes, on the other hand, can improve the domain's morale.

Tribute: Tribute is revenue received from vassal domains controlled by the ruler but managed on his behalf by henchmen. Tribute varies based on the rank and realm of the vassal. See **Realms and Vassals**, below.

IMPROVING LAND

As a 25,000gp construction project, a ruler may improve the land value of a 6-mile hex by 1gp. Land value may never be increased by more than 3gp and never to more than 9gp. However, land improvements are very fragile. If a domain has land improvements, their value is reduced by 1gp per 1gp plundered from the domain during pillaging (see ***Domains at War: Campaigns*** for details on looting and pillaging.) During a siege, land improvements can be destroyed by bombardment as wooden structures – multiply shp dealt by 8 to calculate loss of gp value.

PAYING EXPENSES

Source	Monthly Expense
Garrison	2gp/ family
Liturgies	1gp / family
Mainten.	1gp / family
Tithes	1gp / family
Tribute	Varies

After collecting revenue, a ruler must pay certain expenses in order to maintain his domain.

Garrison: In order to maintain the security of his domain, a ruler must expend 2gp per peasant family per month on a garrison of troops. The ruler should specify the exact make-up of the garrison, hiring an appropriate number of mercenaries (see ***ACKS***, Chapter 3, Equipment, for details on mercenaries).

The gold piece value of any scutage paid counts towards garrison expense (see **Favors and Duties**, below). The gold piece value of a cleric's or bladedancer's followers can be applied against the garrison cost of their domain, even though the cleric or bladedancer does not actually have to pay their faithful followers for their services. Likewise, the gold piece value of a trained and equipped militia can also be applied against the garrison cost of a domain, even if the militia is not called up. (See ***D@W: Campaigns*** for details on training and equipping militia.) Finally, the gold piece value of troops provided by a ruler's lord as a Favor (q.v.) can be applied against the garrison cost of the domain, even though the lord is paying their wages.

The garrison cost above is a *minimum* expenditure. A ruler may spend more on his garrison if desired. Rulers of realms subject to frequent invasion often maintain large garrisons to avoid mo-

rale problems. Borderland domains often maintain garrisons of 3gp per family and wilderness domains must maintain garrisons of 4gp per family or base morale will be reduced. See **Keeping the Peace**, below.

Liturgies: A ruler will be expected to pay for ceremonial games, sporting events, religious feasts, country festivals, and public works that please and impress the domain's peasant families. The cost of liturgies is 1gp per peasant family. If this tradition is not honored, the loyalty of the population to the ruler will be reduced.

Maintenance: A ruler must pay 1gp per peasant family to maintain his domain's stronghold. Failure to pay maintenance reduces the stronghold value of the domain (by 1gp per gp of unpaid maintenance), which can reduce the domain's base morale score and make it harder to control.

Tithes: A ruler must pay a tithe of 1gp per peasant family to the church of the domain's dominant religion. If the domain ruler is a bladedancer or cleric, the domain's dominant religion is the ruler's. Otherwise, the domain's dominant religion is the prevailing religion of the region (Judge's discretion). If the tithe is not paid, the loyalty of the population to the ruler will be reduced, and the ruler may be declared a heretic or excommunicated by the church. The domain ruler may change the domain's religion but doing so causes substantial penalties to domain morale. See **Keeping the Peace**, below.

Note that even a domain ruled by a bladedancer or cleric must pay tithes. Churches and temples in ***ACKS*** are assumed to generate revenue from both owning land and from receiving tithes. The individual abbot, bishop, or other ecclesiastic ruler of each domain will receive and spend the land revenue, while the overall head of the religion will control the funds from tithes.

Tribute: If a ruler holds a domain within the realm of a superior lord, he will have to pay a tribute to his liege. A ruler who fails to pay tribute risks retribution from his lord. See **Realms and Vassals**, below.

DOMAIN INCOME

Domain income is the difference between domain revenue and domain expenses. For independent realms, domain income calculations are easily calculated on a per-family basis. Domains that are part of a larger realm will have tribute revenue and costs as well. Domain income determines an adventurer's campaign XP (see ***ACKS***).

Note that if the ruler of a borderlands or wilderness domain spends only the minimum 2gp per family on its garrison then its income per family is the same as a civilized domain, but its base morale will be reduced.

REALMS AND VASSALS

Through conquest, expansion, or politics, a ruler may find himself in control of a domain that is too large to safely control. At any time, a ruler may divide the territory of an existing domain into one or more smaller domains, each with its own territory and families. A ruler may also establish new domains by acquiring land and constructing strongholds, or conquer a new domain, or be granted a new domain in a treaty. However the situation comes about, a group of domains under the control of one ruler are collectively called a **realm**. However, a ruler can only directly rule one domain, known as his **personal domain**. Other domains in the realm are considered **vassal domains**, and must be assigned to a henchman, called a **vassal**, to rule.

Since the number of henchmen any character may employ is limited to between 1 and 7 (depending on his Charisma), rulers may end up with more territory under their control than can be managed even by assigning one domain to each of their henchmen. In this case, multiple vassal domains can be assigned to trusted henchmen, who then themselves have to sub-assign vassal domains to their own henchmen. A group of domains ruled by a vassal is called a **vassal realm**. A ruler may himself be a sub-vassal to another ruler that he has sworn fealty to (usually the lord who granted him the land to build his domain).

Domain	Revenue per Family	Costs per Family	Income per Family
Wilderness	Land (3-9gp) + Service (4gp) + Tax (2gp)	Garrison (4gp) + Liturgies (1gp) + Tithes (1gp) + Maint. (1gp)	~ 5gp
Borderlands	Land (3-9gp) + Service (4gp) + Tax (2gp)	Garrison (3gp) + Liturgies (1gp) + Tithes (1gp) + Maint. (1gp)	~ 6gp
Civilized	Land (3-9gp) + Service (4gp) + Tax (2gp)	Garrison (2gp) + Liturgies (1gp) + Tithes (1gp) + Maint. (1gp)	~ 7gp

Titles of Nobility

Personal Domain (families)	Number of Domains Ruled	Overall Realm (families)	Common	Auran Empire	Argollëan (Elven)	Somirean	Jutlandic
12,500	5,461-55,987	2M – 11.6M+	Emperor	Tarkaun	Ard-rí	Maharaja	High King
12,500	1,365-9,331	364,000 – 2,000,000	King	Exarch	Rí-ruirech	Raja	King
7,500	341-1,555	87,000 – 322,000	Prince	Prefect	Rí	Deshmukh	Prince
1,500	85-259	20,000 – 52,000	Duke	Palatine	Diuc	Zammin	Duke
780	21-43	4,600 – 8,500	Count	Legate	Iarla	Mansab	Jarl
320	5-7	960 – 1,280	Marquis	Tribune	Ard-tiarna	Sardar	Reeve
160	1	160	Baron	Castellan	Tiarna	Jagir	Thane

EXAMPLE: Quintus rules a realm of thirteen domains. He has six henchmen. He manages one domain directly, and assigns two vassal domains to each of his six henchmen. Each of his six henchmen thus has a vassal realm of two domains. Each manages one of their domains directly, and sub-assigns the other as a vassal domain to his own henchman.

TITLES OF NOBILITY

Adventurers and other domain rulers may claim a title of nobility or be awarded one by their lord. If the adventurer secures his domain within an existing realm, his title will be awarded based on the heraldry of that realm. The more domains the adventurer controls (including assigned and sub-assigned vassal domains), the higher the title he will hold. An adventurer who establishes a new realm can claim any title he wishes, of course, but other realms will not necessarily treat him as such. A domain ruler may award titles below his own to their own vassals.

Three factors determine a ruler's title – the size of his personal domain, the number of vassal domains he has, and the overall size of the realm he rules. The Titles of Nobility table shows the common titles of nobility used based on these criteria. A common title is provided for each tier, plus titles used by cultures within the Auran Empire campaign setting.

TRIBUTE

Each month, a ruler will **collect tribute** from his vassals (if any) and **pay tribute** to his lord (if he has one). The amount of tribute each ruler receives from his vassals, and the amount each must pay to his own lord, is determined by the number of families in their realms. While tribute increases as a realm goes larger, there are diminishing returns. The larger a realm becomes, the more difficult and expensive the collection of tribute becomes. Appraising the amount of tribute required, collecting it, transporting it, accounting for its receipt, and storing it are manual processes, each expensive, and each vassal will extract some percentage of tribute for himself before paying his own lord.

Most rulers in the Auran Empire and other fantasy settings lack access to spreadsheets, so a ruler's title of nobility is usually used as a proxy for estimating how much tribute is owed. The Tribute by Title table provides a range of tribute values for various rules showing how much they would pay by their title.

For NPC rulers, the Judge can select an appropriate value based on the ruler's title, the families in his realm, and the known wealth and prosperity of his realm. Adventurers can set the tribute for their own vassals as desired. Changing a vassal's tribute always triggers a roll on the Henchman Loyalty table. If the Judge determines a particular vassal's tribute is set at an unreasonable level (either too low or too high), he may impose a penalty on all loyalty rolls by the vassal. (Demanding too little tribute suggests the lord is weak and not worthy of respect, demanding too much suggests he is grasping or desperate.)

EXAMPLE #1: Tarkaun Drakomir rules the Auran Empire, a realm of 4,319,990 families. He has five vassals, the Exarch of Tirenea (1,287,000 families), Nicea (1,028,804 families), Krysea (901,624 families), Opelenea (530,419 families), Southern Argollë (459,255 families). Looking at the Titles of Nobility table, the Judge notes that Tirenea, Nicea, and Krysea are all moderately populated kingdoms, while Opelenea and Southern Argollë are relatively small kingdoms. He decides that the Tarkaun collects the following tribute: Tirenea 85,000gp; Nicea 75,000gp; Krysea 70,000gp; Opelenea 50,000gp; and Southern Argollë 40,000gp. His total revenue from tribute is 320,000gp (it's good to be the Tarkaun).

EXAMPLE #2: The Exarch of Southern Argollë rules a realm that consists of his personal domain (21,059 families) and four Prefectures with 109,549 families each, for a total of 459,255 families. The Judge rules that he must pay 40,000gp in tribute. The Judge decides that he receives 20,000gp from each of his Prefectures, or 80,000gp total.

Title	Tribute (Minimum)	Tribute (Average)	Tribute (Maximum)
King	36,000gp (~ 365,000 families)	80,000gp (~ 1,100,000 families)	110,000gp (~ 2,000,000 families)
Prince	16,500gp (~87,000 families)	27,000gp (~205,000 families)	34,000gp (~322,000 families)
Duke	6850gp (~20,000 families)	9750gp (~36,000 families)	12,000gp (~52,000 families)
Count	2850gp (~4600 families)	3650gp (~6500 families)	4375gp (~8500 families)
Marquis	1125gp (~960 families)	1200gp (~1125 families)	1325gp (~1280 families)
Baron	275gp (~100 families)	425gp (~200 families)	550gp (~ 300 families)

Calculating Precise Tribute (Optional): Judges who prefer working mathematically can use the following formula to calculate a precise tribute: 18gp x realm families0.6. The Tribute by Realm Families tables, below, can also be used to assess the tribute that a ruler must pay, and the tribute that he collects from each of his vassals. Use the closest value to the actual number of families in the realm. Note that results on the Tribute by Families tables are rounded to the nearest increment of 5gp, while those on the Tribute by Title table are rounded more broadly, so results vary slightly.

OPTIONAL EXAMPLE #1: Tarkaun Drakomir rules the Auran Empire, a realm of 4,319,990 families. He has five vassals, the Exarch of Tirenea (1,287,000 families), Nicea (1,028,804 families), Krysea (901,624 families), Opelenea (530,419 families), Southern Argollë (459,255 families). Consulting the Tribute by Realm Population tables, the Judge determines that the Tarkaun collects the following tribute: Tirenea 83,875gp; Nicea 75,875gp; Krysea 67,270gp; Opelenea 47,445gp; and Southern Argollë 41,275gp. His total revenue from tribute is 315,740gp (it's good to be the Tarkaun).

OPTIONAL EXAMPLE #2: The Exarch of Southern Argollë rules a realm that consists of his personal domain (21,059 families) and four Prefectures with 109,549 families each, for a total of 459,255 families. According to the Tribute by Realm Population tables, he must pay 41,275gp in tribute. He will receives 19,060gp in tribute from each of his four Prefectures, for a total of 76,240gp.

FAVORS AND DUTIES

In addition to paying tribute to his lord (as described above), a vassal ruler must roll once per month on the Favors and Duties table to see what favors are granted or asked by his lord. These events can serve the Judge as the basis for adventures for the player character. Adventurers with vassals may choose to offer favors and demand duties to their own vassals, either in response to favors and duties they receive, or independently.

During any month, each vassal can be safely asked to perform one ongoing duty, plus an additional ongoing duty for each ongoing favor and each one-time favor given this month. If an adventurer demands duties in excess of this total, the vassal's loyalty must be checked on the Henchman Loyalty table for each extra duty. There is a cumulative -1 penalty for each additional duty levied on the vassal after the duty that triggers the roll. Note that a one-time favor only offsets a duty during the month it is given (such gifts are quickly taken for granted…) Charters of monopoly count as one favor, even if granted to cover multiple types of merchandise.

A lord may always choose to demand less when demanding a duty. For instance, he might demand a loan of just 0.5gp per family in the vassal's realm, or levy scutage on only a fraction of the vassal's overall realm. The entries on the Favor/Duty do not exhaust the possible edicts that a ruler might impose on his vassal. The Judge should feel free to devise additional favors and duties based on the particulars of his campaign setting.

Tribute by Realm Families

Families	0	100	200	300	400	500	600	700	800	900
0	-	285	430	550	655	750	835	915	995	1,065
1000	1,135	1,205	1,265	1,330	1,390	1,450	1,505	1,560	1,615	1,670
2000	1,720	1,775	1,825	1,870	1,920	1,970	2,015	2,060	2,105	2,150
3000	2,195	2,240	2,280	2,325	2,365	2,410	2,450	2,490	2,530	2,570
4000	2,610	2,650	2,685	2,725	2,765	2,800	2,835	2,875	2,910	2,945
5000	2,985	3,020	3,055	3,090	3,125	3,160	3,195	3,225	3,260	3,295
6000	3,330	3,360	3,395	3,425	3,460	3,490	3,525	3,555	3,585	3,620
7000	3,650	3,680	3,715	3,745	3,775	3,805	3,835	3,865	3,895	3,925
8000	3,955	3,985	4,015	4,045	4,070	4,100	4,130	4,160	4,190	4,215
9000	4,245	4,275	4,300	4,330	4,355	4,385	4,410	4,440	4,465	4,495
Families	**0**	**1,000**	**2,000**	**3,000**	**4,000**	**5,000**	**6,000**	**7,000**	**8,000**	**9,000**
10,000	4,520	4,785	5,045	5,290	5,535	5,765	5,995	6,215	6,435	6,645
20,000	6,855	7,055	7,255	7,455	7,645	7,835	8,020	8,205	8,385	8,565
30,000	8,740	8,915	9,085	9,255	9,420	9,590	9,750	9,915	10,075	10,230
40,000	10,385	10,540	10,695	10,850	11,000	11,150	11,295	11,445	11,590	11,730
50,000	11,875	12,020	12,160	12,300	12,435	12,575	12,710	12,845	12,980	13,115
60,000	13,250	13,380	13,510	13,640	13,770	13,900	14,030	14,155	14,280	14,405
70,000	14,530	14,655	14,780	14,905	15,025	15,145	15,265	15,385	15,505	15,625
80,000	15,745	15,860	15,980	16,095	16,210	16,330	16,445	16,555	16,670	16,785
90,000	16,895	17,010	17,120	17,235	17,345	17,455	17,565	17,675	17,785	17,890
Families	**0**	**10,000**	**20,000**	**30,000**	**40,000**	**50,000**	**60,000**	**70,000**	**80,000**	**90,000**
100,000	18,000	19,060	20,080	21,070	22,025	22,960	23,865	24,750	25,610	26,455
200,000	27,285	27,365	27,445	27,530	27,610	27,690	27,770	27,850	27,935	28,015
300,000	34,795	34,865	34,935	35,005	35,075	35,145	35,215	35,280	35,350	35,420
400,000	41,355	41,415	41,475	41,540	41,600	41,665	41,725	41,785	41,845	41,910
500,000	47,280	47,335	47,390	47,445	47,505	47,560	47,615	47,675	47,730	47,785
600,000	52,745	52,795	52,850	52,900	52,955	53,005	53,060	53,110	53,165	53,215
700,000	57,855	57,905	57,955	58,000	58,050	58,100	58,150	58,200	58,250	58,300
800,000	62,680	62,725	62,775	62,820	62,865	62,915	62,960	63,010	63,055	63,100
900,000	67,270	67,315	67,360	67,405	67,450	67,495	67,540	67,585	67,630	67,670
Families	**0**	**100,000**	**200,000**	**300,000**	**400,000**	**500,000**	**600,000**	**700,000**	**800,000**	**900,000**
1,000,000	71,660	75,875	79,945	83,875	87,690	91,395	95,005	98,525	101,960	105,325
2,000,000	108,615	111,840	115,005	118,115	121,170	124,175	127,130	130,045	132,915	135,740
3,000,000	138,530	141,285	144,000	146,685	149,335	151,955	154,545	157,105	159,640	162,150
4,000,000	164,630	167,085	169,520	171,930	174,320	176,685	179,030	181,355	183,660	185,945
5,000,000	188,215	190,465	192,695	194,910	197,110	199,290	201,460	203,610	205,745	207,865
6,000,000	209,975	212,065	214,145	216,210	218,265	220,305	222,330	224,345	226,350	228,340
7,000,000	230,320	232,290	234,245	236,195	238,130	240,055	241,970	243,875	245,770	247,655
8,000,000	249,530	251,400	253,255	255,105	256,945	258,775	260,600	262,410	264,220	266,015
9,000,000	267,805	269,585	271,360	273,125	274,885	276,635	278,380	280,115	281,845	283,565

Roll (1d20)	Favor / Duty
1	Construction: The vassal is ordered to construct bridges, roads, forts, towers, or other structures somewhere within his realm. Each month, the vassal will be expected to expend a total amount of gp equal to his monthly tribute to the ruler. This duty is automatically revoked when the vassal expends a total of 15,000gp per 6-mile hex in his realm.
2	Scutage: The lord demands the vassal to pay a special tax to fund troops. The tax is equal to 1gp per family in the vassal's realm. This duty can be imposed multiple times. The tax must be paid each month until the duty is revoked. However, scutage counts as garrison expense for the vassal. In some realms, a vassal may send troops instead of gp (see Call to Arms, below). A lord who receives scutage must spend the funds on troops or provoke Henchman Loyalty rolls at -4. Scutage does not count as domain income for XP purposes.
3-4	Call to Council: The vassal is called to provide judicial and managerial council to his lord. He must travel to his lord's domain to provide this service until the duty is revoked. If this duty is rolled again, the lord summons of the vassal's henchmen in addition.
5-6	Call to Arms: The vassal is called to provide military troops to his lord. He must muster an army with troop wages equal 1gp per family in his realm and make it available to his lord until the duty is revoked. He does not have to go personally unless a Call to Council favor is also demanded. This duty can be imposed multiple times, increasing the gp value of troop wages accordingly.
7-8	Loan: The lord demands a loan equal to 1gp per family in the vassal's realm. The loan is repaid when the duty is revoked. Otherwise, the probability of repayment is equal to the adventurer's CHA stated as a percentage, rolled monthly. Repayment of the loan revokes the duty. No interest will be paid in either case. This duty can be imposed multiple times.
9-12	Previous duty/favor revoked: The vassals loses his most recently granted favor (1) or duty (2-6).
13-14	Charter of Monopoly: The vassal is granted a monopoly on a particular type of merchandise within his realm. He gains a +4 on the die roll to find buyers or sellers of that merchandise, merchants will buy or sell twice the normal number of loads of that type from him, and prices are adjusted by 1 point (10%) in his favor. (A lord may only grant a monopoly to a vassal if he is the overall ruler of the entire realm, or if he has been awarded it as a favor from his own lord.) This is an ongoing favor.
15-16	Gift: The lord gives the vassal a gift with a value at least equal to 1gp per family in the vassal's realm. The gift may be agricultural investments, land improvements, festivals, treasure, warhorses, slaves, merchandise, magical items, etc. (Judge's discretion). Gifts increase the vassal recipient's domain income for XP purposes and decrease the grantor-lord's. This is a one-time favor.
17-18	Office: The vassal is granted a ceremonial office appropriate to his land holdings (e.g. "Knight Marshal," "Keeper of the Seals," or "Royal Chancellor"). Holding an office increases a vassal's prestige and status and grants the officeholder a +1 bonus to loyalty rolls by the officeholder's own vassals If the lord's realm is a senatorial realm, an officeholder must be given a seat on the lord's senate. This is an ongoing favor. If this favor is granted multiple times, the bonus does not stack, but each office must be revoked separately.
19	Troops: The lord ends a garrison of troops to serve under the vassal's command. The gp value of the troops will be equal to at least 1gp per family in the vassal's realm. The lord may specify where in the realm the troops are to be stationed or leave that to the vassal. The vassal is not responsible for paying the wages of the troops. The troops count as part of the garrison of whatever domains they are stationed in. This is an ongoing favor that can be extended multiple times. If the favor is revoked, the lord recalls his troops.
20	Grant of Land: The vassal is granted an additional domain to add to his realm. The new domain will be at least equal to the size of the smallest of the vassal's own vassal domains. If the vassal has no vassal domains below him, he is granted a domain consisting of 1 6-mile hex on the border of one of his existing domains. Generate the new domain normally, as per the rules above. The vassal may add the new domain to his personal domain or award it to a sub-vassal, as desired.

EXAMPLE: Quintus has a vassal named Cadom. Cadom rules a realm with 650 families in his personal domain and 1,600 families in the realm. In the first month of summer, Quintus demands Cadom loan him an amount equal to 1gp per family in his realm, or 1600gp total (one duty). No roll on the Henchman Loyalty table is required, as a lord is entitled to one duty from his vassal. The next month, Quintus leaves the loan unpaid (one duty), and calls Cadom to arms. He gives Cadom a gift of a masterwork longsword worth 1600gp (a favor). No roll on the Henchman Loyalty table is required. The third month he maintains both the unpaid loan and the call to arms but offers no favors. Cadom has now been charged with two duties, with no offsetting favors, so he must now roll on the Henchman Loyalty table.

The fourth month, Quintus finds himself in need of even more troops, so he now calls Cadom to arms again. He offers no favors. Cadom has now been charged with three duties with no offsetting favors. He must make a roll on the Henchmen Loyalty table at -1 (e.g. no roll required for one duty; roll required at no penalty for two duties; roll required at -1 for three duties). Fortunately Cadom remains loyal. In the fifth month, Quintus holds festivals in Cadom's realm to honor for his military exploits, spending 1600gp towards liturgy expenses in Cadom's realm. He also repays the loan. Cadom has now received one favor and been charged with two duties, so no roll on the Henchman Loyalty table is required.

Calling to Arms: When a lord calls his vassals to arms, it will take time for the troops to become available for his use. The time required is based on the size of the lord's realm, as shown on the adjoining table. One half the requested troops (rounded up) will arrive within the first time period after the leader begins mustering troops. Another quarter (rounded down, minimum 1) will arrive during the second time period. The remainder of the troops becomes available in the third period. The lengthy amount of time required to muster troops by large realms is a major reason why many realms are divided into small domains with local forces that can respond to raids and skirmishes quickly.

Title	Time Period
Emperor	Season
King	Season
Prince	Month
Duke	Month
Count	Week
Marquis	Week
Baron	Week

Modifier	Base Morale Score	Modifier	Base Morale Score
Personal authority	By Level & Income	Insufficient stronghold	-1/-2/-3
Leadership proficiency	+1	Lawful/Chaotic ruler, Neutral domain	-1
Neutral ruler, Chaotic domain	-1	Neutral ruler, Lawful domain	-1
Lawful ruler, Chaotic domain	-2	Chaotic ruler, Lawful domain	-2
Domain classified borderlands	-1	Domain classified wilderness	-2
Additional troops in borderlands	+1	Additional troops in wilderness	+1/+2

Scutage Demanded: When a lord demands scutage, it will take time for the funds to become available for his use. The time is required is based on the size of the lord's realm. One half the requested funds (rounded up) will arrive at the end of the first time period after the leader demands a tax. Another quarter (rounded down, minimum 1) will arrive at the end of the second time period. The remainder of the funds become available at the end of the third period. Scutage will thereafter arrive monthly until the duty is revoked. Because demanding scutage is cumbersome, lords typically avoid demanding scutage except to maintain standing armies (in which case it is an ongoing duty) or in cases of very special need.

Standing Armies: The Favor / Duty table assumes that "scutage" duties and "troops" favors are relatively rare edicts in a feudal realm. However, some realms might be organized with a full-time standing army rather than a feudal army. A standing army would be represented in game with a combination of ongoing "scutage" duties and "troops" favors. The favors and duties even out; the rules put a standing army and feudal army on equal footing. A vassal may still have his own private troops even if he has a standing army paid for by his lord; it is not unusual for realms to include both standing armies and household forces. It is up to the Judge to determine if the standing army's forces are under the command of the local ruler or have their own separate commanders.

EXAMPLE: The Tarkaun of he Auran Empire demands two "scutage" duties from all of his Exarchs, each of whom must therefore send him 2gp per family. (They in turn make the same demand of their Prefects, who demand it of their Palatines, etc.) The Empire has a population of 4,300,000 families, which yields scutage of 8,600,000gp. The Tarkaun spends this gold on the Auran Army, maintaining a force of 344,000 troops with wages of 8.6 million gp per month. He then uses "troops" favors to deploy these troops in the Empire. He provides many more troops to areas such as the Borderlands or the Kemeshi border, and many fewer troops to the safe interior of Tirenea. In the Auran Empire, domain rulers have both civil and military authority, so the legionaries of the Auran Empire are under the command of the local leaders where they are deployed.

NON-HENCHMAN VASSALS

Rather than assigning multiple vassal domains to a henchman who then has to sub-assign the vassal domain to his own henchmen, a ruler may **assign vassal domains** to **non-henchmen**. These may be NPC adventurers, mercenary commanders, specialists, etc. Non-henchmen rulers have a base loyalty of -2 instead of 0. If the non-henchman vassal's domain is outside the range of trade of his ruler's largest urban settlement, a non-henchman's base loyalty is -4. (See ***ACKS***, p. 233 for details on range of trade.) During any month, a non-henchman vassal can only be safely asked to perform one duty for each favor given (there is no "free" duty, as there is with a henchman). If the ruler demands duties in excess of this total, the non-henchman vassal's loyalty must be checked on the Henchman Loyalty table for each extra duty.

TRIBUTE INEFFICIENCY

Sometimes a ruler may conclude that he can increase his tribute by having many weak vassals. Since the per capita tribute is greater from a baron than a prince, for instance, a king might decide to have 400 barons instead of 4 princes as vassals. However, the more vassals a ruler maintains, the more difficult and expensive the collection of tribute becomes. Appraising the amount of tribute required, collecting it, transporting it, accounting for its receipt, and storing it are manual processes, each expensive by themselves and susceptible to loss from banditry, corruption, graft, and simple stupidity.

These inefficiencies are reflected by reducing the actual tribute received from vassals. Consult the Tribute Inefficiency table to assess how much a ruler actually receives. The "missing" tribute of course still exists in the economy but it's not available to the ruler – it's eaten up by crime, corruption, or waste.

Number of Vassals	Tribute Received
16,384 or more	1%
4,096 – 16,384	5%
1,025-4,095	10%
217-1,024	20%
64-216	33%
17-36	50%
9-16	66%
8 or less	100%

EXAMPLE: Tarkaun Drakomir decides to purge all mid-tier nobles from the Auran Empire and rule his realm of 4,319,990 families by having 21,600 patricians with 200 families each owing 430gp in tribute, for a total of 9,288,000gp per month.

However, the massive inefficiencies of having 21,600 direct reports means he only gets 1% of that – 92,880gp per month. That's much less than the 320,000gp he got by having exarchs! Tarkaun Drakomir goes broke and is overthrown. Later, he writes a memoir explaining that his efforts at popular rule were foiled by a military junta.

What if instead of replacing five exarchs with 21,600 patricians, Drakomir had gone with twenty prefects each with about 215,000 families?

He'd demand 27,000gp in tribute from each prefect, or 540,000gp. But he'd only get 50% of that, or 270,000gp, so he's still worse off – he's earning less, and he now has a dozen or more non-henchman vassals to worry about.

Designer's Note: Because of how the GP Threshold for campaign XP works in ACKS, a ruler of a realm will tend to advance in level of experience until he reaches a personal authority of 0, and then stop advancing. Personal Authority for stable NPC realms can therefore generally be assumed to be 0, with specific calculations used only for PC realms or special situations such as young or inexperienced rulers, recent conquests, and so on.

KEEPING THE PEACE

BASE MORALE SCORE

All domains have a morale score which represent their populations' trust and faith in their ruler. Domains begin with a **base morale score** of 0 plus or minus their ruler's Charisma adjustment and certain modifiers based on the ruler's personal authority, his stronghold, his domain classification, his garrison, and his religion. Base morale score only changes if the ruler's Charisma adjustment, personal authority, stronghold, or garrison modifiers change. Round penalties up; round bonuses down.

Personal Authority: "Happy is the land whose king is a noble leader" is more than just a proverb. In times of peril and war, the commoners and nobility both demand leaders with the strength to protect their interests. Weak leaders will be marginalized, deposed, or slain. Of course, "strong" and "weak" are relative to the size of the realm. A strong baron may be a weak emperor. **Personal authority** measures the strength of the ruler relative to his domain and applies as a modifier to his domain's **base morale score**. Cross reference the ruler's class level with his domain income on the Personal Authority table.

Class Level	-25	26-75	76-150	151-300	301-650	651-1,250	1,250-2,500	2,501-5,000	5,001-12,000	12,001-18,000	18,001-40,000	40,001-60,000	60,001-150,000	150,001-425,000	425000
0	0	-1	-2	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4
1	1	0	-1	-2	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4
2	2	1	0	-1	-2	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4
3	3	2	1	0	-1	-2	-3	-4	-4	-4	-4	-4	-4	-4	-4
4	4	3	2	1	0	-1	-2	-3	-4	-4	-4	-4	-4	-4	-4
5	4	4	3	2	1	0	-1	-2	-3	-4	-4	-4	-4	-4	-4
6	4	4	4	3	2	1	0	-1	-2	-3	-4	-4	-4	-4	-4
7	4	4	4	4	3	2	1	0	-1	-2	-3	-4	-4	-4	-4
8	4	4	4	4	4	3	2	1	0	-1	-2	-3	-4	-4	-4
9	4	4	4	4	4	4	3	2	1	0	-1	-2	-3	-4	-4
10	4	4	4	4	4	4	4	3	2	1	0	-1	-2	-3	-4
11	4	4	4	4	4	4	4	4	3	2	1	0	-1	-2	-3
12	4	4	4	4	4	4	4	4	4	3	2	1	0	-1	-2
13	4	4	4	4	4	4	4	4	4	4	3	2	1	0	-1
14	4	4	4	4	4	4	4	4	4	4	4	3	2	1	0

EXAMPLE: Legate Ulrand Valerian is an 8th level fighter with CHA 13 who rules a domain with an income of 4,450gp per month. Cross-referencing his class level (8) with his domain income (4,450gp), the Judge finds that Valerian's personal authority is 0. Combined with his Charisma bonus of +1, this gives his domain a base morale score of +1. If Legate Valerian were slain and his wife (a 0-level normal woman with CHA 16) took over, her personal authority modifier would be -4, which combined with her Charisma bonus of +2 would yield a base morale score of -2. (Assuming she remain in power, her XP from running the domain would advance her in level until she reached a personal authority of 0.)

Leadership Proficiency: If the ruler has the Leadership proficiency, his domain's base morale score is increased by 1.

Insufficient Stronghold: A domain's base morale score is decreased if its stronghold is insufficient. An insufficient stronghold is one whose value is below the minimum required to secure the territory of the domain. Apply a -1 modifier to base morale score if the stronghold value is at least ½ the minimum, by -2 if at least ¼ the minimum, and by -3 if less than ¼ the minimum. A stronghold that is damaged or destroyed by war can become insufficient for its domain.

Domain Classification: Domains on the frontier are less well-regulated, and prone to unruliness, disrespect for authority, and lawlessness. Borderlands domains suffer a -1 penalty to base morale, while wilderness domains suffer a -2 penalty to base morale. These penalties can be alleviated with additional troops.

Additional Troops: A strong garrison can reduce the lawlessness of borderland and wilderness domains. A borderlands domain gains a +1 bonus to base morale if 1gp per peasant family of additional troops are garrisoned in the domain. A wilderness domain gains a +1 bonus to base morale if 1gp per peasant family of additional troops are garrisoned in the domain, and a +2 bonus if 2gp per peasant family of additional troops are garrisoned in the domain.

Alignment & Religion: The inhabitants of a realm cannot tell what alignment their ruler is directly, so they will do so based on his apparent religious practices. A domain is considered to be Lawful if it is predominantly populated by humans and demi-humans who worship Lawful gods. In the Auran Empire setting, this would include the Auran Empire itself, Northern Argollë, Rorn, and Somirea. A domain is considered to be Chaotic if it is predominantly populated by beastmen or by any creatures who worship Chaotic gods. In the Auran Empire setting, this would include Celdorea and Kemesh. (Jutland and Skysostan, being shamanistic, are Neutral.) A domain's religion (and hence its alignment) can be changed by the ruler but doing so is not easy – see **Introducing a New Religion**, below.

CURRENT MORALE SCORE

A domain's **current morale score** may differ from its base morale score depending on the ruler's decisions. Any change to a domain's base morale score immediately changes its current morale score. In addition, at the end of each month, the Judge will roll 2d6 on the Domain Morale table, applying any relevant adjustments to the roll, to determine whether the domain's morale has changed as a result of recent events. Round penalties up; round bonuses down. A natural roll of 2 always reduces current morale by 2, while a natural roll of 12 always increases current morale by 2.

Domain Morale

Adjusted Die Roll	Result
2-	Morale reduced by 2 (min -4)
3-5	Morale reduced by 1 (min -4)
6-8	Morale shifts by 1 towards base
9-11	Morale increased by 1 (max +4)
12+	Morale increased by 2 (max +4)

Monthly Events	Morale Roll Adjustment
Garrison expenditure below 2gp/family this month	-1/gp below
Domain invaded and occupied by enemy army	0, then -1 per month
Domain pillaged by enemy army	-4
1gp/family in troops repressing domain this month	+1#
2gp/family in troops repressing domain this month	+2#
Additional troops repressing domain this month	+1#/gp above
Liturgy expense above 1gp/family this month	+1/gp above
Liturgy expense below 1gp/family this month	-1/gp below
Taxes above 2gp/family this month	-1/gp above
Taxes below 2gp/family this month	+1/gp below
Tithes not paid this month	-1
Ruler introduces or maintains worship of god of different alignment this month	-4
Ruler maintains worship of god of different alignment this month	-2
Ruler administers domain	+1
Calamity affects domain this month	Varies

Current morale score cannot exceed 0 when repressed

Invasion and Occupation: A domain does not suffer an immediate penalty to its morale roll when it is invaded. As has been proven in countless wars throughout history, people are often stubbornly resilient in the defense of their homes. However, if the number of invading troops is sufficiently large enough to constitute an occupying garrison (see *D@W Campaigns, Invading, Conquering, Occupying, and Pillaging Domains*), and the invading army remains in the domain for more than a month, it begins to suffer a cumulative penalty of -1 per month on each morale roll, to a maximum of -4.

Pillage: If a domain is pillaged by an enemy army (see *D@W Campaigns, Invading, Conquering, Occupying, and Pillaging Domains*), it suffers a -4 penalty on its next morale roll. This penalty is in lieu of any penalty for occupation (they do not stack).

Repressing Peasantry: Rather than deploy its garrison on a military campaign outside the domain, a ruler may deploy some or all of the garrison to repress the peasantry. However, a militia cannot be deployed to repress the peasantry. A domain gains a +1 bonus to morale rolls if 1gp per family of additional troops is repressing the peasants, a +2 bonus if 2gp per family of additional troops is repressing the peasants, and an additional +1 bonus per full gp per family of additional troops repressing the domain. However, a repressed domain's current morale score can never be higher than 0 (Apathetic).

Introducing a New Religion: As noted in ***ACKS***, a ruler can simply command his subjects to worship his god, creating vast congregations within his domain. Typically such commands shift the focus of a domain's worship from one god to another of the same alignment. For instance, a lord might command his realm to emphasize worship Ianna, rather than Ammonar. This does not count as changing religion for morale purposes. However, demanding the worship a god of a different alignment is incredibly damaging to domain morale. The domain suffers a -4 penalty to its morale rolls in the first month the new religion is introduced, and a -2 penalty thereafter until either the ruler allows the domain's families to return to their old faith or until a majority of the domain converts to the new religion. Conversion occurs if the domain's current morale reaches Dedicated (+2) or if the domain's ruler or spiritual advisor ever acquires congregants equal to more than half the domain's population (see ***ACKS Core***).

Administering the Domain: 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. Rulers often delegate these tasks to subordinates while they pursue adventuring, military, or leisure pursuits. Rulers who personally administer their domain gain a +1 bonus on domain morale rolls. Administering a domain requires several days per month: ½ x [(number of 6 miles hexes in the ruler's personal domain) + (number of vassals reporting to ruler) + (6 – market class of largest urban settlement in ruler's personal domain).

Calamities: Various vagaries and calamities can befall a domain in the course of play, ranging from plague to earthquakes to magical transformation of the land into a living hellscape (as happened to the domain of Detroit, Michigan). The Judge can impose a penalty on the domain's morale rolls based on calamities that occur. A minor calamity that causes property damage inflicts a -1 penalty. A major calamity that causes substantial property damage and loss of life inflicts a -2 to -3 penalty. An utter catastrophe (such as a *cataclysm* or *plague* ritual) inflicts a -4 penalty. Since everyone in pre-industrial civilization is pretty miserable, the Judge can assume a default of -1 for domains each month if desired.

EXAMPLE: Marcus, a Lawful 9th level fighter with CHA 13, is ruler of a domain with 1,200 families with an income of 14,000gp per month. This gives him a personal authority modifier of 0. His stronghold is of standard value. His garrison of 40 heavy cavalry costs 2,400gp per month, the required amount. His domain is within the Auran Empire and its people, like Marcus, worship the Empyrean gods, so there is no modifier for religion. Therefore his domain has a base morale score of +1 (Loyal). After several months of good rulership, his domain has a current morale score of +2.

However, after accidentally donning a **helm of alignment change**, Marcus becomes Chaotic and starts worshipping the chthonic gods. His new alignment reduces his domain's base morale by 2, to -1. The change in base morale score immediately reduces the domain's current morale score from +2 to 0. Worse, the newly villainous Marcus decides to start running his domain with an iron fist. He pays no tithes (-1) and raises taxes from 2gp to 4gp per peasant (-2). At the end of the month, he makes a domain morale roll of 2d6-3 for his domain's loyalty. He rolls a 5, which after adjustment results in a 2. That means his domain's current morale score drops by 2 points, from 0 to -2, to Turbulent.

The next month, Marcus decides to deploy his entire garrison of 60 heavy cavalry to repress the domain. He uses the additional 2,400gp of taxes he's charging to hire 40 mercenary heavy cavalry to repress as well. The domain's morale roll is modified by +2 because the entire garrison is repressing the peasants, with an additional +2 from spending an extra 2gp per family to repress the peasants. He continues to pay no tithes (-1) and continues to charge high taxes (-2). At the end of the month, he makes a domain morale roll of 2d6+4-3 for his domain's loyalty; the result is an 8. His domain's current morale score shifts one point towards its base morale score of -1. Had Marcus not deployed troops to repress the peasants, his die roll would have had a modified result of 4, and his domain's current morale score would have dropped by one point, from -2 to -3.

Marcus decides to change his approach. He reduces taxes back to 2gp per peasant (0). He introduces the Chthonic faith to his domain (-4), to which he pays tithes (0), but then spends an extra 2gp per peasant family on liturgies to introduce them to their new religion (+2). He continues to repress them with his garrison and mercenaries (+4). He rolls 2d6+6-4 and gets a 9. His domain's current morale score now increases to 0.

In order to convert the peasants of his domain to his new faith, he must raise its morale to Dedicated (+2). However, a domain cannot have a morale greater than 0 if it is being repressed. Marcus therefore relinquishes his mercenaries and orders his cavalry back to their barracks. He maintains taxes at 2gp per peasant (0), continues to proselytize the Chthonic faith (-2), and increases his liturgy expenditure to 5gp per peasant family (+5). He rolls 2d6+5-2 and gets a 10. His domain's current morale score now increases to +1.

If Marcus is eventually able to raise his domain's morale to Dedicated (+2), he will have successfully introduced the new religion into his domain and converting its alignment to his own. This will increase his base morale to +1 and alleviate the ongoing -2 penalty to his morale rolls.

EFFECTS OF MORALE

A domain's current morale scores affects its functioning as described below.

Morale Score	Morale Level
-4 or less	Rebellious
-3	Defiant
-2	Turbulent
-1	Demoralized
0	Apathetic
+1	Loyal
+2	Dedicated
+3	Steadfast
+4 or more	Stalwart

Rebellious means that the domain is revolting against their ruler. All rolls on the Vagaries tables are at -20. All vassal loyalty rolls are at -2 due to the ruler's uneasy grip on power. There is

no population growth, and an extra 4d10 families per thousand are lost to illness, casualties, and emigration each month. Conscripts and militia cannot be levied. The able-bodied men (one per family) become bandits, and begin to attack officials, trade caravans, troops, and travelers in the domain. With no workers, the domain's tax, land, trade, and service income drop to zero. Each month there is a cumulative 10% chance that an NPC emerges from the ranks of the bandits to challenge the character's rule. The NPC will have a level of experience sufficient to grant him a personal authority of +0.

Defiant means that the domain's inhabitants have become violently unhappy with their ruler. This unhappiness manifests in banditry, tax evasion, and disloyalty. All rolls on the Vagaries tables are at -10. All vassal loyalty rolls are at -1. An extra 3d10 families per thousand are lost to illness, casualties, and emigration each month. Conscripts and militia cannot be levied. Tax, land, trade, and service income are halved as one able-bodied man per two families becomes a bandit, as above. Each month there is a cumulative 5% chance that an NPC emerges from the ranks of the bandits to challenge the character's rule.

Turbulent means that the domain is in a state of dissatisfaction and unrest. All rolls on the Vagaries tables are at -5. An extra 2d10 families per thousand are lost to illness, casualties, and emigration each month. Conscripts and militia cannot be levied. Tax, land, trade, and service income is reduced by 20% as one able-bodied man per five families becomes as a bandit, as above. Each month there is a cumulative 1% chance that an NPC emerges from the ranks of the bandits to challenge the character's rule.

Demoralized means that the domain's populace sees their ruler as worse than average. An extra 1d10 families per thousand are lost to illness, casualties, and immigration each month. Conscripts and militia levied from the domain suffer a -1 decrease to their morale scores.

Apathetic means that the domain's populace sees their ruler as just another petty noble. They work the land, pay their taxes, and do their duty, but have no special love for their ruler. Conscripts and militia levied from the domain suffer a -1 decrease to their morale scores.

Loyal means that the domain's ruler is respected and popular with his subjects. Spies and thieves operating against the domain suffer a -1 penalty to their proficiency throws (see **Hijinks**, below). The population grows by an extra 1d10 families per thousand each month.

Dedicated means that the domain's populace has been inspired to strong loyalist sentiment by their ruler. Spies and thieves operating against the domain suffer a -2 penalty to their proficiency throws. The population grows by an extra 2d10 families per thousand each month. All rolls on the Vagaries tables are at +5.

Steadfast means that the domain's inhabitants hail their ruler as great leader deserving of strident support. The population grows by an extra 3d10 families per thousand each month. Spies and thieves operating against the domain suffer a -3 penalty to their proficiency throws. All rolls on the Vagaries tables are at +10. Conscripts and militia levied from the domain gain a +1 bonus to their morale scores. All vassal loyalty rolls are at +1.

Stalwart means that the domain's populace acclaims their ruler as a beloved and righteous sovereign. The population grows by an extra 4d10 families per thousand each month. Spies and thieves operating against the domain suffer a -4 penalty to their proficiency throws. Conscripts and militia levied from the domain gain a +1 bonus to their morale scores. All rolls on the Vagaries tables are at +20. All vassal loyalty rolls are at +2 due to the ruler's secure base of power.

DEALING WITH BANDITS

Domains with current morale scores of -2 or less will be plagued by bandits. Bandits count as an enemy army, and if left unchecked, they can cause a domain's current morale score to drop even further because of the cumulative penalty from enemy army occupation.

A ruler has two options to deal with bandits. He can attempt to defeat them with his troops, or he can attempt to increase his domain's morale score. If ruler attacks and successfully defeats the bandits, the current morale of his domain is increased by 1, but the population of his domain is reduced by the number of bandits killed (e.g. killing 100 bandits reduces the population by 100 families). Bandits taken prisoner rather than killed can be freed and will return to work. If the domain's morale is not at least -1 or better when the prisoners are freed, the appropriate percentage will return to banditry the following month.

EXAMPLE: Anárion rules a domain of 1,600 peasants. Due to some mismanagement, his domain's morale slips to -3. One able-boded worker per two families becomes a bandit, leaving his domain with just 800 families while Anárion now find himself facing a veritable army of 800 bandits! He immediately takes to the field and defeats them, with 400 bandits killed and 400 captured. Anárion's current domain morale increases from -3 to -2 because of the victory. He then restores the 400 prisoners to their lands, restoring his domain to 1,200 families. However, he unwisely neglects to take any other actions to increase his domain's morale. The next month, his domain's current morale remains -2, so one able-bodied worker per five families becomes a bandit. Since he has 1,200 families, that's 240 bandits.

If the ruler manages to raise his domain's morale score, the number of bandits is decreased accordingly without diminishing the population. For instance, a ruler who increases his domain's morale score from -4 to -3 will reduce the number of bandits from one per family to one per two families, while a ruler who increases his domain's morale score from -2 to -1 would reduce the number of bandits to zero. If an NPC emerges from the ranks of the bandits to challenge the character's rule, he will offer battle at the first opportunity. If the ruler does not meet him in battle, the NPC will begin to pillage the domain, imposing a -4 penalty on its morale rolls.

VILLAGES, TOWNS, AND CITIES

Total Investment (gp)	Maximum Population (families)
10,000	249
25,000	624
75,000	2,499
200,000	4,999
625,000	19,999
2,500,000	100,000

When a domain reaches its limit of growth, its ruler will normally secure an additional area of land to permit the population to grow. Instead of (or in addition to) doing so, he may choose to found an **urban settlement** within his domain. To found an urban settlement, a ruler must make an initial investment of 10,000gp and then move between 75 to 249 peasant families from his domain into the urban settlement.

Once established, an urban settlement functions much like a separate domain, except that the ruler can directly manage both his domain and the urban settlement within the domain. A ruler cannot directly manage a domain and an urban settlement located in a different domain, however.

GROWING THE SETTLEMENT

As with a domain, the ruler will make two die rolls of 1d10 per 1,000 families in the urban settlement each month to determine the change in the settlement's population. If a character actively adventures at least once per month and keeps his urban settlement secure from threats, the settlement's population will grow by an additional amount each month from immigration, using the Domain Population Growth table.

Unlike domains, the limits of an urban settlement's growth are not based the available land. Instead, the limits are based on the extent of **urban investment**. Initially, the urban settlement is limited to less than 250 families. When the Total Investment shown on the table below is reached, the urban settlement expands to accommodate a greater maximum.

By spending more gold pieces on roads, aqueducts, sewers, marketplaces, walls, and other infrastructure, a ruler can increase the maximum population size of the urban settlement. In addition to increasing the maximum population, **urban investment** also attracts new residents. For every 1,000gp spent on invest-

ments in a month, the settlement will attract 1d10 new urban families. A ruler may not spend more than his domain's revenue on urban investment each month.

COLLECTING REVENUE

Settlement Population (families)	Trade Revenue (gp/family)	Market Class
75-249	1	Class VI
250-624	1.5	Class V
626-2,499	1.5	Class IV
2,500-4,999	1.5	Class III
5,000-19,999	2	Class II
20,000-100,000	2.5	Class I

Each month, a ruler will collect revenue from each urban family in his domain. Like peasant families, urban families generate 4gp of service revenue and 2gp of tax revenue per month. (If the domain is levying higher or lower taxes, this will apply to the urban settlement.) Instead of land value, urban families generate trade revenue, representing tolls, duties, tariffs, rent, and other fees paid by the residents and itinerants to the ruler. Trade revenue begins at 1gp per family per month and increases with the size of the settlement. Rulers may also profit from taking advantage of the urban settlement as a market. Each urban settlement has a market class based on its size. See **Mercantile Ventures** for more details on markets.

PAYING EXPENSES

Expense	Monthly Cost
Garrison	2gp/family
Liturgies	1gp/family
Tithes	1gp/family
Upkeep	1gp
Tribute	Varies

Settlement expenses are similar to domain expenses. Each month, the ruler must pay a garrison cost of 2gp per urban family, a liturgies expense of 1gp per urban family, an upkeep expense of 1gp per urban family, and a tithe of 1gp per urban family. If the ruler is paying higher or lower liturgies for the domain, apply the same value to the urban settlement.

Tribute: Urban families are added to the total in the realm for purposes of tribute.

Upkeep Expenses: Unpaid upkeep expenses reduce the total investment value of the urban settlement. If this results in the settlement dropping to a lower market class, any excess urban families emigrate in seek of better economic conditions and are lost.

KEEPING THE PEACE

Urban settlements share the base and current morale score of the domain within which they are located; they do not have a separate morale score. Add the urban settlement's income to the domain income to determine the ruler's personal authority modifier.

DISSOLUTION OF AN URBAN SETTLEMENT

Urban settlements depend on a large population to support the necessary division of labor necessary. If fewer than 75 urban families are ever present in a settlement, the urban settlement dissolves into the hamlets of the peasantry and become peasant families. Remove the urban settlement and replace the urban families with peasant families in the nearby hexes.

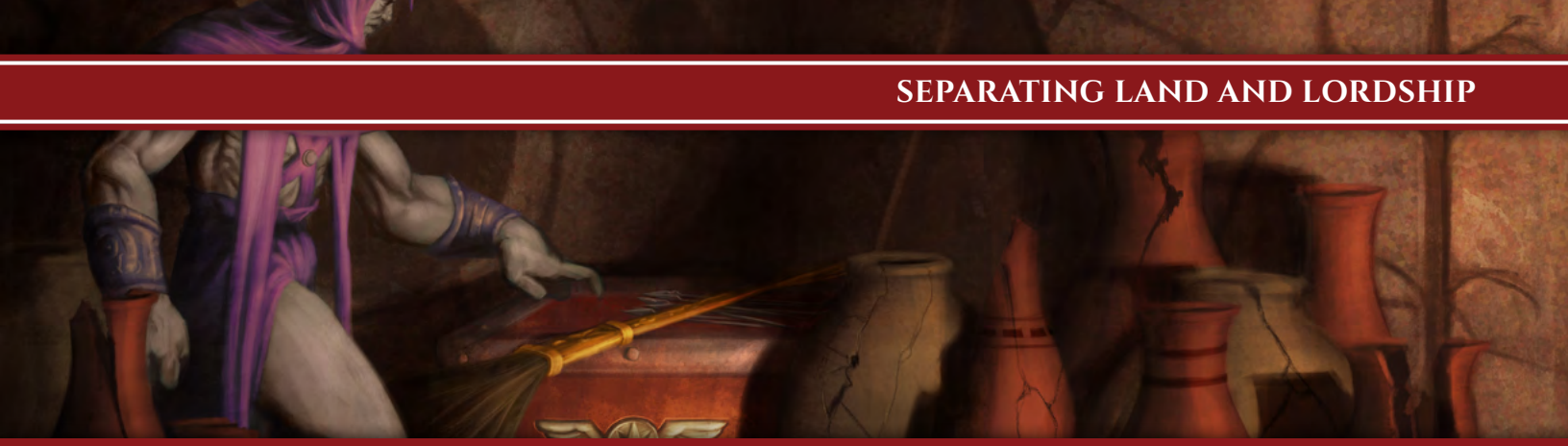
VILLAGES, TOWNS, AND CITIES BENCHMARKS

The Villages, Towns, and Cities table, below, shows the average monthly income, after expenses, of urban settlements of various sizes (excluding tribute). This table can be used to quickly determine the value of an urban settlement located within a domain. Remember to add the number of urban families to the total in the realm for purposes of tribute!

Villages, Towns, and Cities

Urban Settlement (families)	Monthly Income	Market Class
Hamlets (74-)	0gp	Class VI*
Small Village (75-99)	18-24gp	Class VI
Village (100-159)	25-39gp	Class VI
Village (160-249)	40-62gp	Class VI
Large village (250-449)	185-337gp	Class V
Small town (450-624)	338-468gp	Class V
Large town (625-1,249)	469-937gp	Class IV
Small city (1,250-2,499)	938-874gp	Class IV
City (2,500-4,999)	1,875-3,750gp	Class III
Large city (5,000-9,999)	5,000-9,999gp	Class II
Large city (10,000-14,999)	10,000-14,999gp	Class II
Large city (15,000-19,999)	15,000-29,999gp	Class II
Metropolis (20,000-39,999)	30,000-59,999gp	Class I
Metropolis (40,000+)	60,000gp+	Class I

*Class VI market at domain's stronghold only



SEPARATING LAND AND LORDSHIP

RULES FOR DOMAINS OF GOVERNORS AND LANDOWNERS

By Alexander Macris

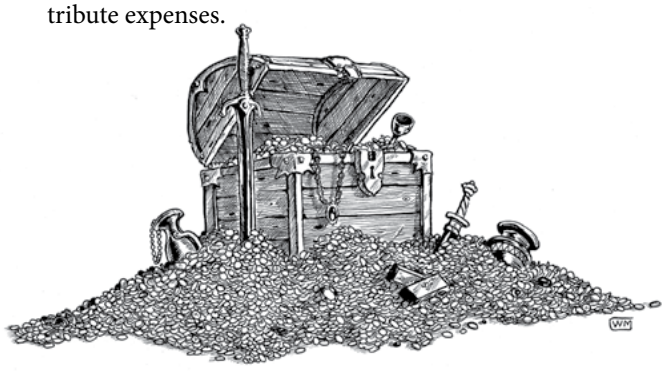
By default, ***ACKS*** assumes a feudal structure in which private property ownership and public governance are unified, e.g. the ruler is a literal *land-lord*. This was the *de jure* state of affairs during the Middle Ages, and it was the *de facto* state for much of recorded history. It is also the simplest model of rulership for a game to simulate. Judges simulating particular types of governments or periods of history may, however, wish to separate land ownership from governance. For game purposes, we will define a **landowner** as an owner of land within a domain he does not rule, and a **governor** as the ruler of a domain who does not own the land he rules. The domain the governor controls we will call a **bureaucratic domain**. Conversely, we will define a **landed lord** as a ruler who is both governor and landowner; the domain he controls we will call a **feudal domain**.

REVENUE AND EXPENSES

Revenue and expenses in a bureaucratic domain are allocated between the landowner and the governor as follows.

1. The landowner collects the domain's land revenue, trade revenue, and one-half its service revenue. The governor collects the domain's tax revenue, tribute revenue, and one-half its service revenue.

2. The landowner pays the domain's liturgy, upkeep, and tithe expenses. The governor pays the domain's garrison and tribute expenses.



EXAMPLE: A domain consists of 2,000 peasant families generating 12,000gp in monthly land revenue, 8,000gp in monthly service revenue, and 4,000gp in monthly tax revenue. The domain has an urban settlement with 200 urban families generating 800gp in monthly service revenue, 400gp in monthly tax revenue, and 200gp in monthly trade revenue. The domain has four vassal domains, each paying 2,100gp in tribute (8,200gp total). Its total revenue is (24,000gp + 1,400gp + 8,200gp) 33,600gp. The domain has garrison expenses of 4,000gp, liturgies of 2,000gp, upkeep of 2,000gp, and tithes of 2,000gp. The settlement has garrison expenses of 400gp, liturgies of 200gp, and tithes of 200gp. The domain owes tribute of 5,300gp. Its total costs are (10,000gp + 800gp + 5,300gp) 16,100gp. Domain income is (33,600 – 16,100) 17,500gp.

Rulership over the domain is split between Tavic Tyros, its landowner, and Marcus Ambador, its governor. Tavic Tyros collects the domain's land revenue (12,000gp), trade revenue (200gp), and one-half its service revenue (4,400gp), for a total of 16,600gp. He pays the domain's liturgy (2,200gp), tithe (2,2000gp), and upkeep expenses (200gp), for a total of 6,400gp. His domain income is (16,600 – 6,400) 10,200gp per month.

Marcus Ambador collects the domain's tax revenue (4,400gp), tribute revenue (8,200gp), and one half of its service revenue (4,400gp), for a total of 17,000gp. He pays the domain's garrison expense (4,400gp) and tribute expense (5,300gp), for a total of 9,700gp. Governor Ambador's domain income is (17,000gp – 9,700gp) 7,300gp per month.

TAX RATE

If the governor raises the tax rate, the landowner may decide to pay the tax or pass the tax on to the peasantry. If the former, the landowner's domain revenue is decreased. If the latter, domain morale rolls will be penalized by the increase in taxes. NPC landowners will pass the tax on to the peasantry.

EXAMPLE: Ambador raises the tax rate from 2gp per family to 3gp per family, increasing his domain revenue by 2,200gp. Tyros must either pay the increased tax from his share of domain revenue, decreasing his domain income by 2,200gp; or must pass the tax on to the peasants, which will impose a -1 penalty on domain morale rolls.

MULTIPLE LANDOWNERS

A governor may rule a bureaucratic domain with two or more landowners. In this case, each landowner receives only a proportion of the overall landowner share of the domain's revenue, expenses, and income. The proportion should be determined by the Judge based on each landowner's holdings.

EXAMPLE: Upon his death, Tavic Tyros grants his lands to his two sons, Uric and Viktor. Uric, the elder, receives three-quarters of the lands, while Viktor receives one-quarter of the lands. Assuming no other changes to the domain, Uric will have a net monthly income of (10,200 x 3/4) 7,650gp and Viktor will have a net monthly income of (10,200 x 1/4) 2,550gp.

LANDOWNING GOVERNORS

A governor can be a landowner in his own bureaucratic domain and would have domain revenues, expenses, and income equal to his percentage of the landowner domain income plus the governor's portion of the domain income.

EXAMPLE: Uric sells his parcels of land to governor Ambador. Ambador now has a net monthly income of 7,650gp (from land ownership) and 7,300gp (from governance) for a total of 14,950gp. Viktor has a net monthly income of 2,550gp. If Ambador manages to acquire Viktor's parcels of lands as well, his net monthly income would be (14,950gp + 2,550gp) 17,500gp. At that point Ambador would effectively be a landed lord.

FREEHOLDS AND CITY-STATES

The peasant families who work the land may actually own the land of the domain. Such a domain may be called a freehold or democracy. If at least one-third of the domain's land is owned by its peasants, the domain's base morale score gains a +1 bonus. If at least two-thirds of the domain's land is owned by its peasant families, the domain's base morale score gains a +2 bonus.

EXAMPLE: Imagine that Tavic had divided all his land equally among the peasants who worked for him. This would have resulted in 2,000 landowners, each with a net income of 5gp. A typical peasant family has an income of about 4gp per month from its labor, and this wage income (which is implicitly already factored out of domain income) would stack with their domain income as landowners. Tavic's generosity would create a domain of prosperous middle-class freeholders earing about 9gp per month (see *The Economics of Peasant Households* in ***Axioms III*** for more details). The domain's morale score gains a +2 bonus.

It is also possible for land to be held (in various combinations) by some or all of the urban families in the domain's settlement. The peasant families would then represent sharecroppers or tenants of the wealthy urban property-owners. If at least two-third of the domain's land is owned by its urban families, the domain's base morale score gains a +1 bonus.

EXAMPLE: Imagine that Tavic had divided all his land equally among the 200 urban families in his settlement. This would have resulted in 200 landowners, each with a net income of 50gp. Since there are 2,000 peasant families, each urban family would own land worked by 10 peasant families; at 30 acres per family that is around 300 acres.

BECOMING A GOVERNOR OR LANDOWNER

Any character can become a landowner by acquiring property and hiring laborers (or buying slaves) to work on the land. Property might be acquired by purchases, theft, conquest, inheritance, or any other means.

A character can become a governor in a variety of ways, depending on the setting and campaign. Governors might be holders of hereditary offices, conquerors who have chosen to leave the prior landowners in possession of their land, officials elected by the landowners, magistrates appointed by an urban council, delegates of the realm's ruler, or new rulers who have purposefully established bureaucratic domains.

ESTABLISHING NEW REALMS

An adventurer who secures land to establish a domain may transfer ownership of the land as desired. An adventurer who grants one-third of the land to incoming peasant families will receive double the number of starting peasants. An adventurer who grants two-thirds of the land to his peasant families will receive triple the number of starting peasants.

AUTHORITY OF GOVERNORS

Unless the Judge determines otherwise, the governor is the ruler of the domain. Domain morale is based on the governor's Charisma and proficiencies. The authority to set the domain's tax rate, hire and manage the garrison, command any military activities, and make any other decisions is vested in the governor. However, investment expenditure can be made by either or both the landowner and the governor out of their respective share of the net income.

SENATORIAL REALMS

Many bureaucratic realms are also senatorial realms, in which the landowners hold positions as senators. A governor with a senate must consult the senate before making key decisions such as going to war or raising taxes. See *Senatus Consultum Ultimum* in ***Axioms III*** for details on senatorial realms.

CAMPAIGN XP FOR GOVERNORS AND LANDOWNERS

Regardless of his actual percentage of the domain's income, the governor earns full XP it (e.g. from the total of its land, service, tax, and tribute revenue, less its garrison, liturgies, tithes, and tributes). The landowner does not earn any campaign XP as his role is strictly passive.

EXAMPLE: Since the domain's income is 17,500gp per month, Marcus Ambador would receive 17,500 XP per month, less his GP Threshold. If Marcus is 9th level, with a GP Threshold of 12,000gp, he would receive 5,500 XP per month.

SENATORIAL REALMS

If the bureaucratic realm is also a senatorial realm, and the landowners are actively influencing government policy, they may share in the campaign XP. To calculate landowner XP in a bureaucratic senatorial realm, follow these steps each month:

1. Calculate the **available XP** by subtracting the ruler's GP Threshold from the domain's monthly income.
2. Allocate half of the available XP to the ruler.
3. Divide the remaining half of the available XP among the landowners according to their percentage of the land owned. The landowners do *not* subtract their own GP Threshold.

EXAMPLE: Tavic has divided all his land equally among the 200 urban families in his settlement. Governor Marcus Ambador has established a senate with 200 seats for the families. Marcus is 9th level, with a GP Threshold of 12,000gp. Domain income is 17,500gp. The available XP is (17,500 – 12,000) 5,500 XP, of which Marcus receives 50% (2,750 XP). The other 2,750 XP is split between the 200 senators, who receive (2,750/200) 14 XP each.

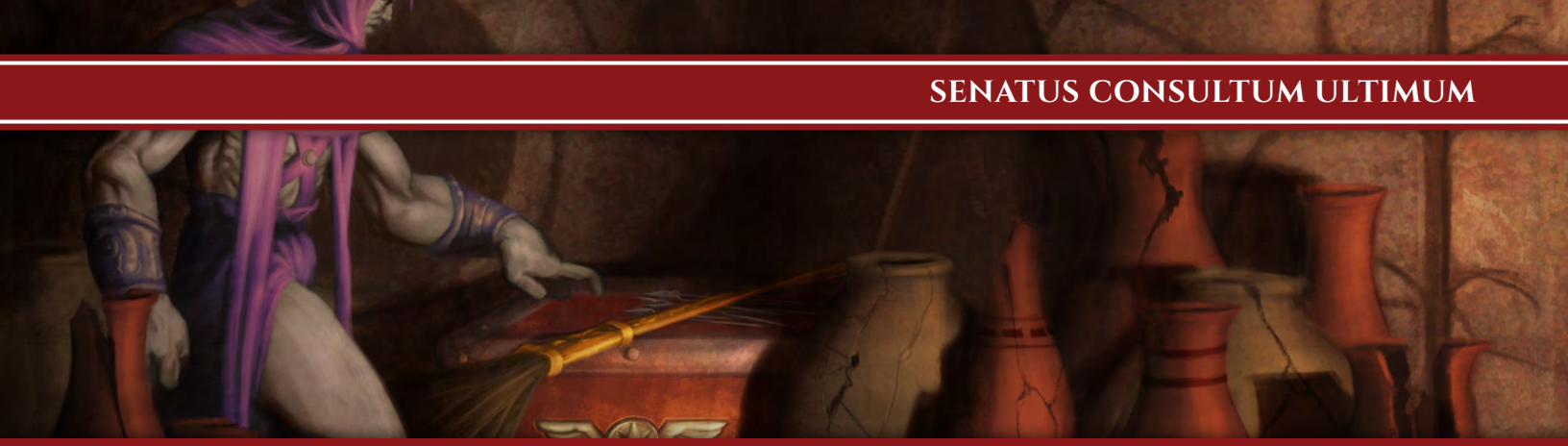
If Marcus were 8th level, with a GP Threshold of 5,000gp, then the available XP would be (17,500 – 5,000) 12,500 XP. Marcus would receive 6,250 XP and each of the 200 senators would receive 31 XP. Yes, the senate has a perverse incentive to have a weak ruler!

NOTE: Separating land and lordship has interesting implications for gameplay. The most obvious implication is that governors will tend to earn less income than landed lords who are both governors and landowners. However, in the context of a game world, governors are likely to be drawn from the landowning families; even if a governor doesn't own the land he governs, it is entirely likely that he owns land elsewhere. E.g. the governor of Spain might have extensive land in Gaul, while the governor of Gaul has land in Libya, and the governor of Libya has land in Spain. *The net income of governors and landed lords is thus likely to be the same.*

However, governors are more likely to exploit than cultivate their domains. Governors are incentivized to raise the tax rate higher than standard *ACKS* rulers, as higher taxes accrue to his benefit, while the losses from low morale are split. Landowners are incentivized to spend the minimum on liturgies, as the gains from high morale are split, while the costs are entirely borne by them. Because gains from agricultural investment are shared across landowner and governor, while costs of agricultural investment are born by one or the other, such domains will tend to see less land investment (unless the two rulers are cooperative). However, urban families do not create upkeep expense, so they tend to be favored by the governor, who is responsible for upkeep expense. *Overall then, governor's domains will tend to be more heavily taxed and be more urbanized than typical ACKS domains.*

Some historical realms began as city-states or small republics, with elected governors appointed over landowners, then slowly transitioned to a feudal system of landed lords instead. Usually this transition began when governors of new or provincial regions were granted the use of lands within their distant territories for their upkeep. (Often these lands were seized from conquered peoples.) This weakened the former ruling class, encouraged the governors to defend their assigned territories, and reduced the tax burden on the state. Such lands theoretically belonged to the office rather than to the man holding the office. Over time, however, such offices tended to become hereditary, and the lands associated with the office did as well. Eventually feudal systems emerged.

With the above in mind, the core rules of *ACKS* remain entirely workable as a simulation of a realm of governors and landowners. In most circumstances, most governors will have sufficient lands of their own to make as much as they would if they were landed lords, and much of that land could be in areas they govern. Thus a Judge can safely treat the landowner and governor as one with little mechanical impact on the realm's revenue, income, army, etc., reserving more complex nuanced structures only for those domains where the political arrangements are likely to impact gameplay. Between these rules and the previously-published rules for senatorial realms, Judges should now have the means necessary to configure almost any desired type of realm.



SENATUS CONSULTUM ULTIMUM

WHEN THE SENATE SPEAKS, THE RULER MUST LISTEN!

By Alexander Macris

Whether it be the Athenian Council of 500, the Senate of Rome, the Great Council of the Serene Republic of Venice, or the Parliament of England, many of history's greatest realms have been advised or ruled by deliberative bodies drawn from the aristocratic classes. In ***ACKS*** these bodies are referred to as **senates**, and a realm with a senate is called a **senatorial realm**. Senatorial realms have certain advantages over other types of realms, but suffer certain disadvantages as well. Adventurers may be elected to rule senatorial realms, or may establish senatorial realms in order to secure the advantages a senate offers.

BENEFITS OF A SENATE

A senatorial realm gains the following advantages:

» Each domain in the realm gains a permanent +1 bonus to its base morale score. Realms with senates tend to inspire more patriotism and have more stability.

» Non-henchman assigned to rule vassal domains have a base morale of 0 instead of -2. A senatorial realm commands loyalty to its senate even if not every member of the government is personally loyal to the current ruler.

» The first extra duty demanded (e.g. build additional stronghold, call to arms, tax demanded, or loan demanded) each month does not trigger a Henchman loyalty check, provide the demand is approved by the Senate.

» Levying militia from the realm does not reduce the morale of the realm, provided the levy is approved by the senate. Senatorial realms often pride themselves on their citizen-soldiers.

RESTRICTIONS OF A SENATE

A senatorial realm has the following restrictions:

» The ruler must consult the senate before invading another realm.

» The ruler must consult the senate before demanding a duty from any vassals.

» The ruler must consult the senate when appointing a new character to manage a vassal domain.

Particular senatorial realms may have different restrictions, but these are typical of all. See **Consulting the Senate**, below, for the applicable rules.

If a ruler does not consult the senate when required to do so, or enacts a policy that the senate voted against, then the realm is in **dispute** and temporarily loses all of the benefits of being a senatorial realm. See **Disputes with the Senate**, below.

ESTABLISHING A SENATORIAL REALM

A senatorial realm can be established in one of two ways.

1. The ruler of an existing realm can establish a senate to advise him. In this case, the ruler will continue to rule his realm, subject to the restrictions imposed by the new senate.

2. Several independent rulers can merge their realms together into one larger realm, establishing a senate as the new realm's governing body. In this case, the first action of the new senate will be to appoint a character as the new senatorial realm's ruler. The new ruler will manage the realm subject to the restrictions of the senate. Realms where the ruler

is chosen by the senate are often referred to as **republics** and their rulers bear titles such as consul, prime minister, or doge.

Rules for construction of senates are provided below.

CONSTRUCTING A SENATE

The following guidelines are offered to help Judges establish senates for NPC realms.

1. Determine the **size of the senate**. This could range from as few as a dozen to over 2,000 senatorial seats. Larger realms typically have larger senates.

2. Determine the **requirements of office**. Requirements might be a minimum level of experience, a title, a wealth threshold, or a property holding. Write down a few sentences about how senators are selected and what powers they hold.

3. Determine the number of **leading senators** in the senate. (Leading senators are named NPCs with whom the adventurers interact. Other senators are called **minor senators**.) For each leading senator, the Judge should generate the following characteristics: alignment; class; level; Intelligence, Wisdom, and Charisma; and proficiencies.

4. Assign each leading senator 1d3 **policy objectives** which he aims to achieve while in office. A list of random policy objectives is provided below.

5. Assign each leading senator an **influence value**, which is the number of votes that the senator controls. If the number of votes controlled by all leading senators is less than the number of senatorial seats, the remaining votes are held by **independent minor senators**. If the number of votes controlled is greater than the number of senatorial seats, reduce the number of leading senators, starting with the least influential.

6. Group leading senators with compatible policy objectives together to create **political factions**. Historically, a common configuration has been two opposed factions, such as the Optimates and Populares; the Blues and Greens; the Royalists and Parliamentarians. Judges who prefer more complexity can, of course, have additional factions. Write down a few sentences about the platform of each faction.

7. Total up to the influence of the leading senators in each faction. If one faction has a majority of influence, it is the **ruling faction**. Otherwise, the faction with the most influence is the **leading faction**.

Realm Population	Minimum Size	Maximum Size
Less than 4,600	4 seats	15 seats
4,600 – 52,000	4 seats	50 seats
53,000 – 363,000	16 seats	225 seats
364,000 – 1,499,000	51 seats	1,500 seats
1,500,001 or more	225 seats	6,000 seats

Size of the Senate: The size of a senate is measured in **senatorial seats**. A senate must be large enough to attend to the business of the realm, but not so large that it becomes dysfunctional. The Size of the Senate table, to the right, shows the minimum and maximum size, based on the number of families populating the realm.

Senatorial Seats	Minimum Senator Level	Leading Senators	Influence per Senator
4-15	Ruler's Level -1	1d4	2d3 votes
16-50	Ruler's Level -3	2d6	2d6 votes
51 – 225	Ruler's Level -5	2d6+3	2d6x3 votes
226 – 1,500	Ruler's Level -7	3d6+2	2d10x5 votes
1,501 or more	Ruler's Level -9	4d6+1	2d10x20 votes

The larger a senate, the easier it is to qualify for, and the harder it is for a small number of senators to dominate it. The Senate Characteristics table summarizes these factors.

EXAMPLE: The Auran Empire has a population of 4.3 million families. Its senate must have between 225 and 6,000 seats. The Judge decides it has a senate of 600 seats. The Empire is ruled by a 14th level ruler, so the minimum senator level will be (14-7) 7, and there will be 3d6+2 leading senators. Rolling 3d6+2, the Judge gets a total of 11, so there are 11 leading senators. He rolls 2d8 for the number of votes controlled by each senator, getting 35, 45, 55, 20, 75, 60, 10, 75, 40, 85, and 50 votes, for a total of 550 votes. 50 votes are held by independent minor senators.

Requirements of Office: By cross-referencing the level of the realm ruler with the size of the senate, the Judge can determine the minimum level to hold the office of senator. The Judge can use level of experience as the requirement for senator if desired. However, a character's level of experience is a game mechanic of which the inhabitants of the game world are only indirectly aware; a better option is to impose a requirement such as title, net worth, land owned, or families governed. The Requirements

Required Level	Required Title	Required Net Worth	Required Land	Required Families	Bribe (+1/+2/+3)
3	Baron	5,000gp	5 1.5m hexes	40 families	5gp/35gp/150gp
4	Baron	10,000gp	7 1.5m hexes	80 families	10gp/70gp/300gp
5	Baron	20,000gp	12 1.5m hexes	160 families	20gp/150gp/600gp
6	Marquis	38,000gp	1 6m hex	285 families	38gp/75gp/1,150gp
7	Count	75,000gp	2 6m hexes	550 families	75gp/525gp/2,275gp
8	Count	150,000gp	3 6m hexes	1,200 families	150gp/1,050gp/4,500gp
9	Duke	350,000gp	4 6m hexes	2,650 families	350gp/2,450gp/10,000gp
10	Duke	500,000gp	5 6m hexes	3,750 families	500gp/3,500gp/15,000gp
11+	Prince	1,125,000gp	10 6m hexes	8,500 families	1,125gp/7,875gp/35,000gp

of Office has recommendations for each level, from which the Judge should select a few criteria. The Bribe column is used to determine the cost to bribe a senator (see below).

EXAMPLE: As a 600-seat body under a 14th level ruler, the Auran senate is open to 7th level characters and above. The Judge decides that in the game world, the senate is open to characters who hold the title of Legate (count) or above and manage realms with at least 550 families.

Die Roll	Policy Objective
1	Establish overland trade routes
2	Establish maritime trade routes
3	Increase size of army
4	Decrease size of army
5	Increase size of navy
6	Decrease size of navy
7	Replace realm ruler with new ruler
8	Preserve current realm ruler
9	Conquer neighboring realm
10	Make peace with neighboring realm
11	Build strongholds on border with neighboring realm
12	Decrease taxes on peasants in realm
13	Increase taxes on peasants in realm
14	Eliminate slavery in realm (institute, if none)
15	Re-distribute land from nobility to peasants
16	Support existing faith of the realm
17	Introduce new faith to the realm
18	Increase size of urban settlements in personal realm
19	Increase territory and population of personal realm
20	Gain monopolies over merchandise in personal realm

Policy Objectives: The Policy Objectives table can be used to randomly determine goals for the leading senators. Re-roll conflicting results. The Judge should interpret the policy objectives in light of the his campaign.

EXAMPLE: Senator Ulrand Valerian is being assigned 1d3 policy objectives. The Judge rolls for 3 policy goals and gets an 11, 15, and 16. He interprets these goals in light of Valerian's position as a highly Lawful traditionalist serving as a legate on the borderlands. Valerian has a policy objective of strengthening the border forts along the Krysivor River because he fears the coming beastman invasion. He wants to re-distribute land from the nobility to the peasants in the civilized areas because he believes the Empire can only recover if it returns to its foundation of independent citizen-farmers. He wants to spread the faith of the realm because he believes that the Chthonic gods are subverting the Empire, its laws, and its patriotism.

A senator's influence and policy objectives are secret until revealed in play.

Senates Established by Adventurers: An adventurer who establishes a senate only performs step 1 (determine the size of the senate) and step 2 (determine the requirements for office). He can then appoint qualified senators as desired. Normally these will be the adventurer's friends, henchman, and vassals, and/or henchman of the same. A ruler who establishes a senate begins with very strong influence over it. For the first 1d6 months after the senate is established, all its senators will vote for the ruler's policies.

Politics is unpredictable, however, and yesterday's trusted right-hand man can be tomorrow's rival. 1d6 months after the adventurer has established his senate, the Judge should randomly determine how many leading senators emerge as influential within the senate. The Judge should then select leading senators from among the NPCs appointed by the adventurer, giving more weight to NPCs that have high INT, WIS, CHA, class level,

and relevant proficiencies such as Command, Diplomacy, Leadership, Military Strategy, Mystic Aura. The Judge should then choose or roll for policy objectives and influence for the senate's new leaders, and create political factions guided by these results.

CONSULTING THE SENATE

Senate Voting

Adjusted Die Roll	Result
2-	Votes Against and Condemns Ruler's Policy
3-5	Votes Against Ruler's Policy
6-8	Votes With Current Trend
9-11	Vote For Ruler's Policy
12+	Votes For and Endorses Ruler's Policy

When a ruler seeks the senate's support for a policy, he must **consult the senate**. When a ruler consults the senate, the Judge should roll 2d6 on the Senate Voting table for each leading senator to see if the senator votes for or against the ruler's policy. A senator that is **charmed** will always vote however the character who has charmed him directs.

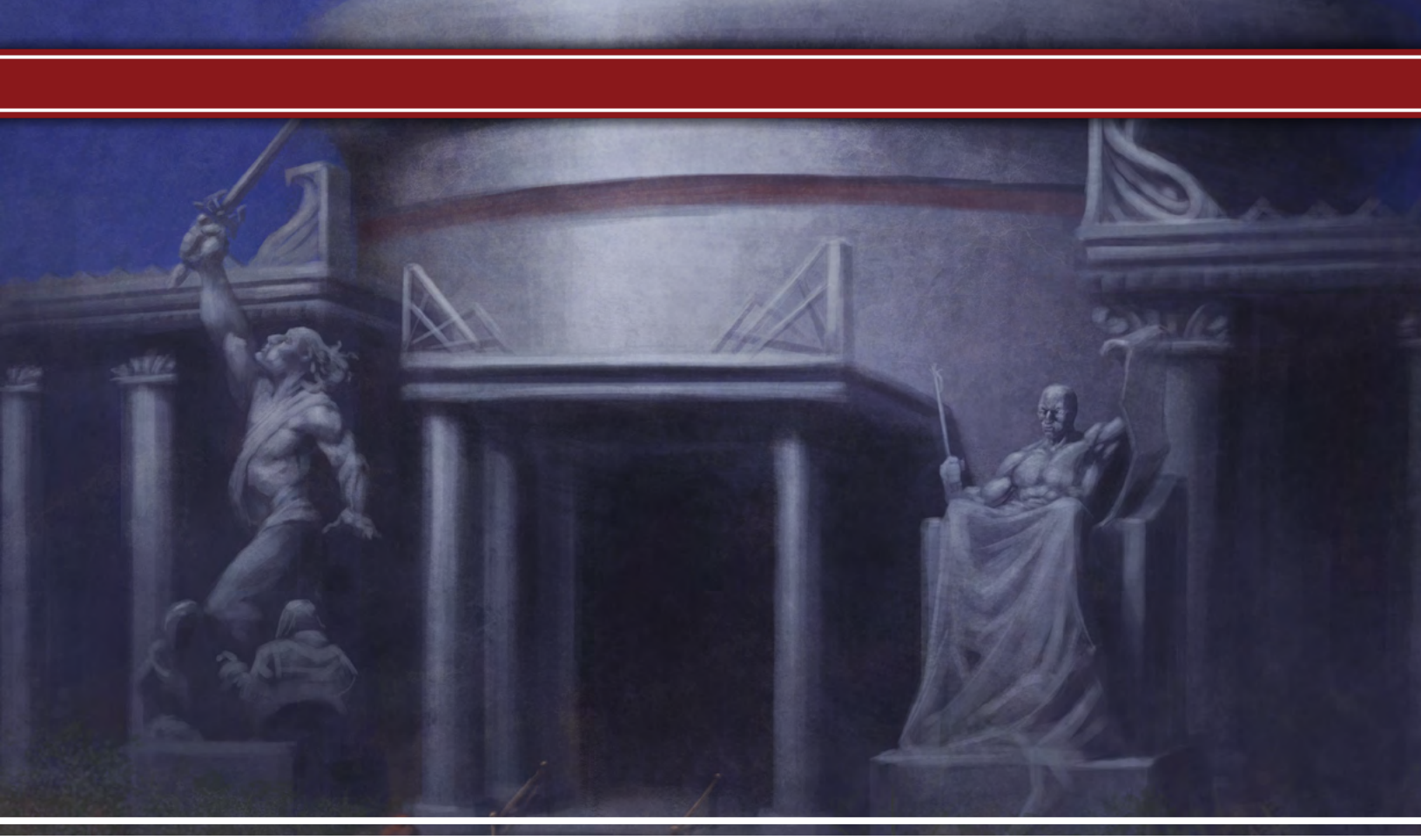
A result of "Votes Against and Condemns Petition" means that the senator votes against the petition while giving a rousing condemnation of the petition and the petitioner, which will influence future votes by members of his faction. A result of "Votes Against Petition" means the senator votes against the petition but does not urge others to do so.

A result of "Votes with Current Trend" means the senator votes for the petition if more votes have so far been cast for the petition, and votes against the petition if more votes have so far been cast against the petition. If no votes have been cast for or against yet, the senator abstains.

A result of "Votes For Petition" means the senator votes for the petition but does not urge others to do so. Finally, a result of "Votes For and Endorses Petition" means that the senator votes for the petition and gives an inspiring speech supporting the petition and petitioner which will influence future votes by members of his faction.

Conduct voting rolls in order starting with the most influential senator and continue until a majority of the senators have voted either in favor or against the ruler's policy. Remember that a leading senator's vote carries a number of votes equal to the senator's influence. (These other, less influential senators are assumed to vote "off camera").

Condition	Voting Roll Adjustment
Ruler's current Domain Morale score	+ Domain Morale score
Ruler does not have Diplomacy	-2
Ruler has Mystic Aura	+2
Ruler is Lawful and never been implicated in bribery, etc.	+1
Senator is henchman of ruler, or of ruler's henchman	+5
Senator and ruler are in same political faction	+1
Senator and ruler are in opposed political factions	-2
Other senator from same faction has endorsed ruler	+1 per endorsement
Other senator from same faction has condemned ruler	-1 per condemnation
Ruler's proposed policy helps senator's policy objective	+1 per objective
Ruler's proposed policy hinders senator's policy objective	-2 per objective
Senator has been bribed by ruler	+1/+2/+3
Senator has been bribed by ruler's rivals	-1/-2/-3
Senator has been intimidated or seduced by ruler	+2
Senator previously but no longer charmed, intimidated or seduced by ruler	-5
Senator has been intimidated or seduced by ruler's rivals	-2
Senator previously but no longer charmed, intim., or seduc. by ruler's rivals	+2
Senator owes ruler for prior favor	+1 per favor
One-third or more of realm's military loyal to ruler	+1
All of realm's military loyal to ruler	+2



VOTING ROLL ADJUSTMENTS

To reflect circumstances that may affect the senator's vote, apply the Voting Roll adjustments shown, based on the ruler, the senator voting, and the policy being discussed.

Political Factions: A ruler may choose to align himself with a political faction in the senate. Doing so earns him a +1 bonus to the voting rolls of all senators of the same faction but a -2 penalty to the voting rolls of all senators in opposed factions.

Bribery: Rulers may bribe senators prior to a vote in order to ensure a more favorable outcome. Any character can bribe, but characters without Bribery proficiency must pay double the listed amount and cannot exceed a bonus of +2. On a voting roll result of 2, a bribed senator will reveal that the ruler bribed him. At the Judge's discretion, a ruler's rivals may bribe senators to vote against the ruler.

Intimidation: Rulers may intimidate senators prior to the vote in order to ensure a more favorable outcome. The character must have the Intimidation proficiency, be in a position to implicitly or explicitly threaten the senator, and grossly outrank or outnumber him. However, if a senator who was previously intimidated by the ruler is able to escape his dominance, a -5 penalty applies instead of a +2 bonus. On a voting roll result of 2, an intimidated senator will reveal that the ruler intimidated him. At the Judge's discretion, a ruler's rivals may intimidate senators to vote against the ruler.

Seduction: Petitioners may seduce senators who are potentially attracted to them. The character must have Seduction proficiency and be in a position to entice or allure the senator. However, if a senator was previously seduced by a petitioner and thereafter not well-treated, a -5 penalty applies instead of a +2 bonus. On a voting roll result of 2, a seduced senator will reveal that the ruler seduced him. At the Judge's discretion, a ruler's rivals may seduce senators to vote against the ruler.

Military Loyalty: Divisions of troops that are led by the ruler, or by the ruler's henchmen, count as personally loyal to the ruler. Divisions of troops led by non-henchmen or mercenary commanders do not.

VOTING ROLLS BY FACTION

If the adventurers have not spent time building relationships with the leading senators, then the Judge can resolve a senate consultation by rolling once for each political faction instead of for each leading senator. Follow the rules above, but only apply voting roll adjustments which are applicable to the ruler and the faction as a whole.

DISPUTES WITH THE SENATE

If a ruler does not consult the senate when required to do so, or enacts a policy that the senate voted against, then the realm is in **dispute**. A realm in dispute temporarily loses all of the benefits of being a senatorial realm. The benefits are restored if the ruler successfully regains the approval of the senate.

In order to regain the approval of the senate, the ruler must consult the senate with a policy proposal to retroactively approve of his recent action(s). The Judge should roll on the Senate Voting table for each leading senator to see if the senator votes for or against the ruler. If a majority of the senators vote for the ruler, then the dispute ends. If the majority of the senators vote against the ruler, the dispute continues, and any senator who voted against the ruler gains the policy objective "replace realm ruler with new ruler." The ruler may try to regain the approval of the senate repeatedly if desired but doing so will become harder and harder as more senators become committed to ending his reign.

If the ruler cannot or does not want to regain the approval of the senate, he may simply abandon senatorial government, either formally (dissolving the senate) or informally (ignoring it). In either case, abandoning senatorial government has the following effects:

» The realm permanently loses all of the benefits of being a senatorial realm.

» The ruler's personal domain must makes its next domain morale roll at a -2 penalty.

» If any of the ruler's henchmen are senators, they must immediately make loyalty rolls at a -2 penalty.

» If any of the ruler's vassals are not henchmen, they must immediately make loyalty rolls at a -2 penalty. This penalty is in addition to the base -2 morale of non-vassal henchmen.

» Any influential senators with the policy objective "replace realm with new ruler" will become Hostile, and work against the ruler to the extent possible, using methods such as assassination, ritual magic, war, etc.

Assuming the ruler survives the turmoil that ensues, he may thereafter rule his realm without a senate. He may establish a new senate after 2d6 months, if desired.

HIJINKS

Rulers with access to ruffians can use hijinks to gather intelligence on, and influence over, the senate. The following hijinks are particularly useful when dealing with senatorial politics:

Assassination: Perpetrators can be assigned to assassinate senators. Both leading and minor senators can be assassinated. If a leading senator is assassinated, half of the minor senators he controls become independent and the other half are allocated pro rata to members of his political faction (if none, then all of the votes he controls become independent). A new leading senator will emerge in 1d6 months. If a minor senator is assassinated, it reduces the influence of the leading senator who controlled him. Minor senators are always the minimum level for the senate.

Carousing: Perpetrators can be told to seek out political rumors. If successful, the perpetrator learns one of the following pieces of information (roll 1d4):

1. The current influence of a random leading senator.
2. The policy objectives of a random leading senator.
3. The general itinerary of a random leading senator's upcoming month. This information provides a +2 bonus to Assassination hijinks that month.
4. Compromising information worth 3d12x5gp per level with which a leading senator could be blackmailed. Blackmail can be resolved with Intimidation or Bribery proficiency (the "bribe" is not revealing the information).

Slandering (new): Perpetrators can spread lies and rumors about a leading senator, reducing his influence. For slandering to succeed, the perpetrator must make a successful Hear Noise throw. There is a -1 penalty on the proficiency throw per each level the perpetrator is lower than the victim. If the throw is successful, the targeted senator loses control of one minor senator per level of the perpetrator. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine the charges with a 1d6 roll: outrage (1-3), sedition (4-5), or treason (6).

Spying: Perpetrators can be assigned to spy on a specific leading senator. If successful, the perpetrator will learn 2d12x100gp per level worth of compromising information with which to blackmail the senator. In addition, the spy will learn one piece of information about the senator (roll 1d4):

1. The current influence of the leading senator and 1d3 members of his political faction.
2. The policy objectives of the leading senator and 1d3 members of his political faction.

3. The senator's current attitude towards the ruler (roll 2d6 and tell the player the number. This number will be the die roll on the senator's next voting roll).

4. The general itinerary of a random leading senator's upcoming month. This information provides a +2 bonus to Assassination hijinks that month.

GAINING INFLUENCE

Adventurers who are rulers or senators themselves might seek to gain influence over independent minor senators. An independent minor senator will vote as directed by the adventurer if any of the following applies:

» The minor senator has been **charmed** by the adventurer.

» The minor senator is a henchman of the adventurer.

» The minor senator has received gifts his month from the adventurer sufficient to provide a +3 bonus on reaction rolls from a bribe.

» The minor senator has Friendly reactions with the adventurer *and* has received gifts this month from the adventurer sufficient to provide a +1 bonus to reaction rolls from a bribe.

If two or more characters provide gifts (or bribes) to the same minor senator in the same month, the senator is considered to favor whichever gift-giver offered more. If the value of the gifts is the same, the senator favors whichever gift-giver he has better reactions with currently. If the senator's reactions are also the same with both gift-givers, the gifts have no effect.

POLITICS IS JUST WAR CONTINUED BY OTHER MEANS

This system is purposefully open to terrible amounts of skullduggery. It empowers and encourages the adventurers and their opponents to bribe, intimidate, seduce, or **charm** senators; assassinate or kidnap senators so they cannot vote; defame and blackmail their political opponents; and generally do all of the awful and ruthless things that historical politicians have done. It is up to the Judge to determine how much of the campaign should be set aside for "politicking". Bribery, intimidation, etc. can be extensively role-played or resolved quickly with die rolls, depending on the interests of the Judge and players.

WANDERING INTO WAR

A SYSTEM OF DOMAIN ENCOUNTERS TO KEEP RULERS ON THEIR GUARD

By Alexander Macris

The ***Adventurer Conqueror King System*** provides elaborate mechanics for resolving random encounters with wandering monsters, even including a system for populating an empty dungeon with monsters wandering into it. What it does not provide is a system by which Judges can generate and resolve incursions by wandering monsters into player- or NPC-run domains during the course of play. This article provides that much-need system! It requires that the Judge have access to ***ACKS*** and ***Domains at War: Campaigns***.

DOMAIN ENCOUNTERS

Periodically, domains may suffer incursions from wandering monsters, known as **domain encounters**. Wilderness domains face the most danger from domain encounters, while civilized domains face little risk.

Domain Encounters by Classification

Classification	Frequency	Terrain	Wilderness Encounter Column
Civilized	Monthly	Settled terrain	Inhabited*
Borderlands	Weekly	By terrain	By terrain**
Wilderness	Daily	By terrain	By terrain
*Use City if a Class III or better market exists in hex.			
**Use Inhabited if all adjacent hexes are either Civilized or Borderlands.			

The Domain Encounters by Classification table shows the frequency of encounter throws by classification. It also shows the terrain type used on the *Domain Encounter Frequency by Territory Size and Terrain* table (below), and the column used on the *Wilderness Encounters by Terrain* table in ***ACKS***, p. XX if an encounter results.

Domain Encounter Frequency by Territory Size & Terrain

Size of Territory	Die	City, Grass, Scrub, Settled	Aerial, Hills, Woods	Barren, Desert, Jungle, Mountains, Swamp
1 hex	1d100	100+	99+	98+
2 hexes	1d100	99+	97+	95+
3 hexes	1d100	98+	95+	92+
4-6 hexes	1d20	20+	19+	18+
7-8 hexes	1d12	12+	11+	10+
9-10 hexes	1d10	10+	9+	8+
11-13 hexes	1d8	8+	7+	6+
14-16 hexes	1d6	6+	5+	4+

EXAMPLE: A Civilized domain located in Hills terrain suffers one encounter throw per month, but treats the terrain as Settled; any encounters are resolved on the Inhabited column of the *Wilderness Encounters by Terrain* table. A Wilderness domain located in Woods terrain suffers one encounter throw per day; and any encounters are resolved on the Woods of the *Wilderness Encounters by Terrain* table.

The Domain Encounter Frequency by Territory Size and Terrain table shows the die roll and target value for domain encounter throws. The size of the territory (in 6-mile hexes) dictates the die used in the encounter throw. The territory size, cross-referenced against the predominant terrain of the domain's territory, determines the target value of the throw.

EXAMPLE: A 24-mile Woods hex is classified Wilderness. If the entire hex were one domain of 16 6-mile hexes, it would suffer one encounter throw per day of 1d6 v. a target value of 5+. Assume it actually consists of 4 domains, ruled by Andor, Balbus, Cerwyn, and Decimus. Andor's domain has a territory of 8 hexes; Balbus, 5 hexes; Cerwyn, 2 hexes; and Decimus, 1 hex. Andor's domain suffers one daily encounter throw of 1d12 v. a target value of 11+. Balbus's domain suffers one daily encounter throw v. a target value of 19+. Cerwyn's domain suffers one daily encounter throw of 1d100 v. a target value of 97+. Decimus's domain suffers one daily encounter throw v. a target value of 99. Note that the expected number of encounters for the entire hex is .33 per day (2/6). The expected number of encounters for the individual domains is virtually the same: 0.167 (Andor) + 0.1 (Balbus) + 0.04 (Cerwyn) + 0.02 (Decimus), or 0.327. You're welcome!

PERIODIC FREQUENCY (OPTIONAL)

Rather than make an encounter throw every game day, game week, or game month, the Judge can instead assume that encounters regularly occur at a periodic frequency based on the domain territory, classification and terrain.

To determine the length of time between encounters, consult the *Periodic Domain Encounter Frequency* table and cross-reference the domain's territory size and terrain and roll the listed dice. The time period will be months, weeks, or days for civilized, borderlands, or wilderness domains.

Periodic Domain Encounter Frequency by Territory Size and Terrain

Domain Territory	City, Grass, Scrub, Settled	Aerial, Hills, Woods	Barren, Desert, Jungle, Mountains, Swamp
1 hex	2d100-1	1d100	6d12-5
2 hexes	1d100	6d10-5	3d12-2
3 hexes	6d12-5	3d12-2	4d6-3
4-6 hexes	2d20-1	3d8-2	4d4-3
7-8 hexes	2d12 -1	2d6-1	2d4-1
9-10 hexes	2d10-1	1d4+1d6-1	2d3-1
11-13 hexes	2d8-1	2d4-1	1d4
14-16 hexes	2d6-1	2d3-1	1d3

EXAMPLE: A Wilderness domain of 7 6-mile Woods hexes (encounter throw 5+ on 1d6) will suffer from wandering monsters every 2d6-1 days, averaging 6 days between encounters. A Civilized domain of 10 6-mile Settled hexes (encounter throw 6+ on 1d6) will suffer from wandering monsters every 2d10-1 months, averaging 10 months between encounters.

DANGEROUS BORDERS

Isolated domains face more wandering encounters than those with neighbors. If there's only one little village around, that's the village the orcs will raid. A similar problem occurs to border fronts and frontier towns. It does little good to be adjacent to large, civilized domains if civilization is *behind* you. Therefore, a domain with dangerous borders counts as having a larger territory for purposes of encounter throws.

The accompanying illustration shows four possible territorial configurations of dangerous borders. In each configuration, the territory of the domain is represented with a tower icon; the territory secured by neighboring domains or impassable terrain is light grey; and the territory remaining unsecured is dark grey.. The **isolated** domain is surrounded by unsecure territory on all sides. In the **spearhead** configuration, the domain has unsecured territory to its front and flanks, and secure territory to its rear. In the **flank** configuration, the domain has unsecured territory to its front and one flank, and secure territory to its other flank and rear. Finally, in the **line** configuration, the domain has unsecured territory to its front, but its flanks and rear are secured by neighbors or terrain.

The Judge should use this illustration and his own judgment of the regional geography to asses if an adventurer or NPC's domain has dangerous borders, and if so whether it should be considered to be in an **isolated**, **spearhead**, **flank**, or **line** position. The Judge should then consult the *Effective Domain Territory with Dangerous Borders* table below, cross-referencing the domain's territory size with its configuration to determine its effective territory size for encounter throws.

These rules make the location of a domain a decision of great long-term importance! A domain with a broad river, impassable cliffs or sturdy neighbors is far easier to defend.

EXAMPLE: Decimus' Wilderness domain (1 6-mile Woods hex) has land secure and settled to its rear, while its flanks and front are unsecured wilderness. It is in spearhead configuration. Cross-referencing the "1 hex" row with the "Spearhead" column, the Judge finds that Decimus's domain has an effective territory of 8 6-mile hexes. Consulting the *Domain Encounter Frequency* table (above), the Judge sees that Decimus's domain will suffers one daily encounter throw of 1d12 v. a target value of 11+.

Effective Domain Territory With Dangerous Borders

Domain Territory	Isolated	Spearhead	Flank	Line
1 hex	16 hexes	8 hexes	6 hexes	4 hexes
2 hexes	16 hexes	10 hexes	7 hexes	4 hexes
3 hexes	16 hexes	12 hexes	9 hexes	5 hexes
4-6 hexes	16 hexes	14 hexes	10 hexes	6 hexes
7-8 hexes	16 hexes	16 hexes	12 hexes	8 hexes
9-10 hexes	16 hexes	16 hexes	14 hexes	9 hexes
11-13 hexes	16 hexes	16 hexes	16 hexes	10 hexes
14-16 hexes	16 hexes	16 hexes	16 hexes	11 hexes

EFFECT OF STRONGHOLDS, GARRISONS, AND DUNGEONS ON DOMAIN ENCOUNTERS

By default, the rules assume that each domain is secured by a stronghold and garrison of sufficient size. If a civilized or borderlands domain has an insufficient garrison and/or stronghold, it is treated as if it were one classification worse for purposes of encounter throws. (E.g. a civilized domain is treated as a borderlands domain.)

A wilderness domain with an insufficient garrison and/or stronghold is treated as if its borders were one level more dangerous than they are for purposes of encounter throws. (E.g. a domain in a flank configuration is treated as in a spearhead configuration.)

An already-isolated wilderness domain with an insufficient garrison and/or stronghold suffers one encounter throw of 1d6 every day for *every* 6-mile hex. (It is essentially just wilderness!)

EXAMPLE: Decimus goes bankrupt due to the machinations of the thieves' guild, and can no longer pay his garrison. His wilderness domain is now treated as if its borders were one level worse than they are. Since his domain is ordinarily in spearhead configuration, it is treated as being in isolated configuration. Cross-referencing the "1 hex" row with the "Isolated" column, the Judge finds that Decimus's domain now has an effective territory of 16 6-mile hexes – ugh! Consulting the Domain Encounter Frequency table (above), the Judge sees that Decimus's domain will suffers one daily encounter throw of 1d6 v. a target value of 5+.

If a domain includes one or more unoccupied or partly occupied dungeons, wandering monsters may permanently settle there, as explained in *Populating a Dungeon*, in ***ACKS*** p. XX. This is useful for arcane experimentation, but peasants do not enjoy living near monsters.

To determine the morale impact of a dungeon on nearby domains, total the experience point value of the monsters in the dungeon and divide that total by the number of families in the domain's territory (round to the nearest whole number). The quotient represents the penalty to the domain's base morale.

EXAMPLE: Quintus' domain has 1,100 peasant families. It also is home to a sinister dungeon with a cyclops (2,400xp), 6 ogres (1,290xp), and 60 orcs (600xp), for 4,290xp total. 4,290xp/1,100 families is 3.9, rounded to 4, so Quintus' domain suffers a -4 penalty to its domain morale.

If a domain suffers a morale penalty from monsters in its dungeon(s), then any domains neighboring the dungeon's domain treat the territory as being unsecured land for purposes of dangerous borders. This represents the risk of monsters wandering *from* the dungeon into their lands.

EXAMPLE: Quintus's domain is on the southwestern flank of a long line of Auran strongholds. To the northeast is the fort of Türos Drav. Normally, Türos Drav would be in a line configuration, but since Quintus's domain has a morale penalty from monsters, it counts as unsecured wilderness. Türos Drav therefore is treated as in a flank configuration.

A domain with a dungeon may increase the size of its garrison in order to reduce or eliminate the penalty imposed on domain morale by the dungeon. The penalty is reduced by 1 point for gp per family increase in garrison expenditure. Additional expenditures thereafter do not improve morale, but might help deal with the encounters themselves (see **Resolving Domain Encounters**, below).

EXAMPLE: Quintus' domain is suffering a -4 penalty to domain morale because of the presence of monsters. If he increases his garrison expenditure by 4gp per family, he can eliminate the penalty. Being a stingy archmage, Quintus opts to only spend an extra 3gp per family (3,300gp). This alleviates 3 points of the penalty, so his base domain morale is only decreased by 1.

RESOLVING DOMAIN ENCOUNTERS

Not every wandering monster enters a domain with intent to raid and pillage. Some may be exploring, migrating, or trading, while even those with violent intent may retreat if they do not find any weak prey or undefended villages. Conversely, not every violent encounter requires the domain's ruler to sally forth. A typical domain's garrison is more than capable of dealing with incursions by wolves, kobolds, or owlbears. That's what garrisons are for!

DOMAIN ENCOUNTER GENERATION

When a domain encounter throw results in an encounter, the following steps should be followed:

1. Roll 1d8 on the appropriate column of the Wilderness Encounters by Terrain table in ***ACKS*** and consult the resulting sub-table.
2. Roll 1d12 on the resulting sub-table to determine the type of creature encountered.
3. Find the encountered creature's entry in the **Monster** chapter and roll against its **% In Lair** to determine whether the creature is **lingering** or **migrating** (see below).
4. Roll the appropriate **number encountered** for the creature to determine how many are present.

Lingering or Migrating: Wandering monsters are, by definition, not encountered in their lair. However, they may decide to make a lair in the domain. Any wandering monsters that arrive have a percentage chance of lingering in the domain equal to their % In Lair entry. Monsters are twice as likely to linger if treasure is available in an unoccupied or partly-occupied dungeon (see *Population a Dungeon*, ***ACKS***, p. XX). Otherwise, the monsters are migrating, Whether the monsters are migrating or lingering changes how the monsters behave (see below).

Number Encountered: If the monster is migrating, use the number encountered for a wandering wilderness encounter. If the monster is lingering, roll again against its **% In Lair**. If the result is again equal to or less than its % In Lair, use the number encountered for a wilderness lair. Otherwise, use the number encountered for a wandering wilderness encounter.

Treasure Type: Monsters entering a domain do not normally have any treasure of their own. However, if the monsters are a huge migration (see above) or arriving for mercantilist purposes (see below), they will have treasure according to their treasure type.

RECONNAISSANCE ROLLS FOR DOMAIN ENCOUNTERS

When a domain encounter occurs, the Judge should make a reconnaissance roll for the domain ruler as well as the monsters to determine what intelligence they have about each other. For purposes of reconnaissance, assume the garrison is in the domain's stronghold if the ruler has not made other arrangements. The Judge should use his judgment to determine the initial location of the wandering monsters based on the geography, roads, strongholds, and settlements in the region. See *Reconnaissance and Intelligence*, ***D@W: Campaigns***, p. XX.

It is possible that a domain ruler may not be aware of a domain encounter until the enemy begins pillaging his domain or arrives at his stronghold! Given sufficiently poor reconnaissance, it is even possible for monsters to settle into a domain and impose morale penalties while an oblivious ruler remains unaware of the cause of the problem.

REACTION ROLLS FOR DOMAIN ENCOUNTERS

When a domain encounter occurs, a reaction roll should be made to determine the attitude of the monsters. The Judge rolls 2d6, applies any relevant adjustments to the roll, and consults the Domain Encounter Reaction table below. Note that the rulers of the domain do *not* know the reaction result until they discover it in play.

Hostile means that the monsters have come to wreak havoc. If the domain's garrison is deployed against them, they will always fight. If the garrison remains in the stronghold, the monsters will assault or besiege the domain's stronghold if (a) their BR is more than twice that of the garrison and (b) they possess the intelligence and means to do so. Otherwise the monsters will immediately begin pillaging the domain. If the monsters are lingering, they will remain in the domain until defeated or until they have pillaged it to the ground. (If a dungeon is available, they will lair therein.) If the monsters are migrating, they will depart after pillaging the domain once. Allowing a domain to be pillaged has disastrous consequences on its population, stronghold value, and domain morale – see *Pillaging Domains*, ***D@W: Campaigns***, p. XX. If the monsters settle in the domain, it may effect the domain's base morale score (see above).

Domain Encounter Reaction

Adjusted Die Roll	Sapient
2-	Hostile, pillage
3-5	Unfriendly, opportunistic
6-8	Neutral, exploratory
9-11	Mercantilist , trade
12+	Friendly, help

Unfriendly means that the monsters intend violence, but can be deterred. If the domain's garrison is deployed against them, they will only fight if their BR equals or exceeds that of the garrison; otherwise they will be driven off (either out of the hex or, if lingering, into an available dungeon). If the domain's garrison is not deployed against them, they will immediately begin pillaging the domain. If the monsters are lingering, they will continue pillaging until driven off or defeated, or until they have pillaged it to the ground. If a dungeon is available, they will then lair therein. If the monsters are migrating, they will depart after pillaging the domain once. Allowing a domain to be pillaged has disastrous consequences on its population, stronghold value, and domain morale – see *Pillaging Domains*, ***D@W: Campaigns***, p. XX. If the monsters settle in the domain, it may effect the domain's base morale score (see above).

Circumstances	Morale Roll Adjustment
Domain's current morale score	+ current morale score
Lawful domain encountering lawful monsters	+2
Lawful or neutral domain encountering chaotic monsters	-2*
Chaotic domain encountering lawful monsters	-2*
*Doubled if monsters' BR is greater than garrison's BR.	

Neutral means that the monsters are migrating through the domain for reasons of their own – exploration, scouting, hunting, foraging, etc. If the domain's garrison is deployed against them, they will become **unfriendly** (as above). If the domain's garrison is not deployed against them, they will attempt to either find a place to settle (if lingering) or exit peacefully after 1d4 weeks (if migrating). Peasants tend to be xenophobic and distrustful, so if the domain ruler does not deploy the garrison against the monsters, the domain suffers a -1 penalty to its next domain morale roll. If the monsters settle in the domain, it may effect the domain's base morale score (see above). Re-roll settled neutral monster's reactions if the domain's morale score changes.

Mercantilist means that the monsters have come with commercial motivations. If the domain's garrison is deployed against them, they will become **unfriendly** (as above). Otherwise they will travel towards the domain's urban settlement or stronghold to seek out opportunities for trade. Mercantilist monsters will carry treasure according to their treasure type; the Judge may substitute an equivalent value of merchandise for trade if desired. Mercantilist monsters without treasure might be offering mercenary services (Judge's discretion).

Friendly means that the monsters actively wish to assist the domain. If the domain's garrison is deployed against them, they will become **unfriendly** (as above). Otherwise they will travel towards the domain's urban settlement or stronghold to offer their assistance. If the domain has been invaded by monsters or enemy troops, the friendly monsters may attack the invaders and/or assist the garrison in dealing with them. Friendly monsters can be offered positions as mercenaries or henchmen with a +2 bonus (see below).

Encounters between Monsters and Adventurers: The reactions of monsters to individual adventurers that they interact with should be handled with individual reaction rolls as per ***ACKS***, p. XX. However, apply a -2 penalty if the monsters are hostile to the domain, a -1 penalty if unfriendly, a +1 bonus if mercantilist, and a +2 bonus if friendly.

Encounters with Animals: Encounters with monsters of animal intelligence are limited to results of Neutral or below unless the domain is an elven fastness. Pillaging by animals represents attacks on livestock, carrying off of young, etc.

Encounters with Mindless Monsters: Encounters with mindless monsters such as constructs and vermin are limited to results of Neutral or below. Pillaging by mindless monsters represents instinctual or programmed activities.

Pillaging by Monsters: The rules for pillaging in ***D@W: Campaigns*** assume pillaging by large numbers of men. Powerful monsters can pillage with much greater effectiveness. For every 2 points of platoon-scale BR, the monsters count as 120 men for pillaging purposes.

MILITARY CAMPAIGNS FOR DOMAIN ENCOUNTERS

According to ***D@W: Campaigns***, p. XX, the arrival of hostile or unfriendly wandering monsters or the deployment of a garrison would begin a military campaign. However, most domain encounters do not need to be handled using those detailed mechanics. Typically, the BR of wandering monsters is considerably less than the BR of the garrison, and the monsters will be quickly driven off.

When the threat posed by the monsters is interesting, the Judge may run the domain encounter as a ***D@W*** military campaign. In this case, hostile monsters have a strategic stance of *offensive*, while unfriendly monsters have a strategic stance of either *offensive* (if their BR exceeds that of the garrison) or *evasive* (if attempting to retreat).

MASS COMBAT FOR DOMAIN ENCOUNTERS

We recommend that the Judge use the mass combat mechanics presented in ***D@W: Campaigns*** to resolve violent domain encounters. These mechanics allow for the garrison to confront the monsters without the adventurers, while still affording the opportunity for adventurers to influence the outcome through heroic forays.

If the Judge has decided to run the military campaign in detail, the results of that campaign will determine where, how, and when the garrison confronts the wandering monsters. Otherwise, combat between domain garrisons and wandering monsters occurs as follows:

1. Hostile monsters facing a garrison in its stronghold *assault* the stronghold if the monster's BR is more than twice that of the garrison and they possess the intelligence and means to do so. (Otherwise they simply pillage the domain.)

2. Hostile monsters facing a deployed garrison always fight a *pitched battle* against the garrison.

3. Unfriendly monsters facing a deployed garrison fight a *pitched battle* against the garrison if the monster's BR is equal to or greater than that of the garrison. (Otherwise they are driven off.)

4. A garrison pursuing monsters into a dungeon *assaults* the dungeon.

Because the number of monsters encountered is usually between a dozen and a hundred, platoon scale should be used for the assaults and battles, with units of 30 man-sized infantry or 15 large creatures or cavalry. Be sure to organize the garrison at platoon scale, too. (Remember that platoon-scale BR is four times higher per individual creature than company-scale BR.)

EXAMPLE: A wilderness domain of 225 families has a garrison expenditure of 900gp per month, with which it retains 60 heavy infantry (720gp per month) and 30 light infantry (180gp per month). At platoon scale, this equals 2 heavy infantry platoons (BR 2.0 each) and 1 heavy infantry platoon (BR 1.0). The garrison's total BR is 5.0. This is more than enough to deal with most threats. Unfortunately, a bad encounter throw results in the arrival of an entire wilderness lair of orcs. The reaction roll is unfriendly. The Judge decides to use the average encounter: 6 platoons of 30 orcs, each with a BR of 1.0, for a total BR of 6.0. Since the orcs are unfriendly, and their BR is greater than the garrison's BR, the orcs will fight if the garrison is deployed against them.

The tables below present the Battle Rating of various creatures organized into platoon-scale units for average-sized wandering and lair wilderness encounters. Some encounter sizes have been adjusted slightly for ease of play.

Beastmen & Humanoids	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Bugbear	0.050	1 of 12	2.5	3 of 24	5.0	Leaders available for heroic forays
Centaur	0.189	1 of 10	7.5	2 of 10	7.5	Leaders available for heroic forays
Dwarf	0.021	1 of 25	2.0	5 of 25	2.0	Leaders available for heroic forays
Elf	0.033	1 of 15	2.0	5 of 15	2.0	Leaders available for heroic forays
Faerie, Pixie	0.086	1 of 25	8.5	1 of 25	8.5	Recon modifiers: magic camo., aerial observation
Faerie, Sprite	0.011	1 of 10	0.5	1 of 10	0.5	Recon modifiers: aerial observation
Gnoll	0.025	1 of 10	1.0	3 of 20	2.0	Leaders available for heroic forays
Gnome	0.015	1 of 25	1.5	5 of 25	1.5	Leaders available for heroic forays
Goblin	0.004	1 of 30	0.5	6 of 30	0.5	Leaders available for heroic forays
Halfling	0.006	1 of 25	0.5	6 of 25	0.5	Leaders available for heroic forays
Hobgoblin	0.017	1 of 15	1.0	3 of 30	2.0	Leaders available for heroic forays
Kobold	0.003	1 of 30	0.5	6 of 30	0.5	Leaders available for heroic forays
Lizardman	0.036	1 of 25	3.5	5 of 25	3.5	Leaders available for heroic forays
Merman	0.005	1 of 12	0.25	5 of 24	0.5	Leaders available for heroic forays
Men	Varies	Varies	Varies	Varies	Varies	See Men sub-table
Minotaur	0.077	1 of 5	1.5	1 of 5	1.5	Leaders available for heroic forays
Morlock	0.003	1 of 30	0.5	1 of 30	0.5	Leaders available for heroic forays
Neanderthal	0.005	1 of 6	0.25	1 of 30	1.25	Leaders available for heroic forays
Nymph, Dryad	0.042	1 of 1	0	1 of 4	0.5	Recon modifier: magic camouflage
Nymph, Naiad	0.023	1 of 1	0	1 of 20	2.0	Cannot be attacked by land-based units
Ogre	0.077	1 of 6	2.0	2 of 12	4.0	Leaders available for heroic forays
Orc	0.008	1 of 30	1.0	6 of 30	1.0	Leaders available for heroic forays
Troglodyte	0.029	1 of 25	3.0	5 of 25	3.0	Leaders available for heroic forays

Men	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Berserkers	0.014	1 of 15	1.0	1 of 15	1.0	Leaders available for heroic forays
Brigands (bowmen)	0.013	1 of 10 +	0.5	3 of 30 +	1.5	Leaders available for heroic forays
Brigands (med. cavalry)	0.093	1 of 10	3.5	6 of 15	5.5	Recon modifiers: cavalry units
Merchants	0.025	2 of 25	2.5	2 of 25	2.5	Leaders available for heroic forays; Recon modifiers: cavalry units
Nomads (med. cavalry)	0.082	1 of 15	5.0	7 of 15	5.0	Leaders available for heroic forays
Nomads (horse archers)	0.082	1 of 15	5.0	7 of 15	5.0	Recon modifiers: cavalry units
Pirates (swordsmen)	0.006	4 of 20 +	0.5	4 of 20 +	0.5	Leaders available for heroic forays
Pirates (bowmen)	0.013	2 of 30	1.5	2 of 30	1.5	

Animals	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Ape, White	0.034	1 of 4	0.5	1 of 4	0.5	
Baboon, Rock	0.014	1 of 18	1.0	1 of 18	1.0	
Bat, Giant	0.094	1 of 5	2.0	1 of 5	2.0	Recon modifier: aerial observation
Bear, Black	0.010	1 of 2	0.0	1 of 2	0.0	
Bear, Cave	0.032	1 of 2	0.25	1 of 2	0.25	
Bear, Grizzly	0.019	1 of 2	0.25	1 of 2	0.25	
Boar, Giant	0.026	1 of 3	0.25	1 of 3	0.25	
Boar, Ordinary	0.010	1 of 4	0.25	N/A	N/A	
Camel	0.002	1 of 5	0.0	N/A	N/A	Recon modifier: cavalry unit
Cat, Lion	0.035	1 of 2	0.25	1 of 4	0.5	
Cat, Mountain Lion	0.017	1 of 3	0.25	1 of 3	0.25	
Cat, Panther	0.052	1 of 3	0.5	1 of 3	0.5	
Cat, Saber-Tooth	0.107	1 of 2	1.0	1 of 2	1.0	
Cat, Tiger	0.050	1 of 1	0.25	1 of 2	0.5	
Crocodile, Giant	0.095	1 of 2	1.0	N/A	N/A	
Crocodile, Large	0.020	1 of 3	0.25	N/A	N/A	
Crocodile, Ordinary	0.003	1 of 5	0.0	N/A	N/A	
Dog, Hunting	0.002	1 of 10	0.0	1 of 10	0.0	
Dog, War	0.008	1 of 5	0.25	1 of 5	0.25	
Elephant	0.038	3 of 3	0.5	N/A	N/A	
Fish, Giant Catfish	0.062	1 of 2	0.5	N/A	N/A	Cannot be attacked by land-based units
Fish, Giant Piranha	0.015	1 of 4	0.25	N/A	N/A	Cannot be attacked by land-based units
Fish, Giant Rockfish	0.011	1 of 5	0.25	N/A	N/A	Cannot be attacked by land-based units
Fish, Giant Sturgeon	0.110	1 of 1	0.50	N/A	N/A	Cannot be attacked by land-based units
Hawk, Giant	0.639	1 of 2	5.0	1 of 2	5.0	Recon modifier: aerial observation
Hawk, Ordinary	0.005	1 of 4	0.0	1 of 4	0.0	Recon modifier: aerial observation
Herd Animal, 1HD	0.001	1 of 18	0.0	N/A	N/A	
Herd Animal, 2HD	0.003	1 of 18	0.25	N/A	N/A	
Herd Animal, 3HD	0.005	1 of 18	0.25	N/A	N/A	
Herd Animal, 4HD	0.010	2 of 9	0.25	N/A	N/A	
Horse, Heavy	(0.005)	4 of 15	0.25	N/A	N/A	
Horse, Light	0.002	4 of 15	0.25	N/A	N/A	
Horse, Medium	0.005	4 of 15	0.25	N/A		
Lizard, Giant Draco	0.041	1 of 3	0.5	1 of 3	0.5	
Lizard, Giant Gecko	0.013	1 of 5	0.25	1 of 5	0.25	
Lizard, Giant Horned	0.054	1 of 2	0.5	1 of 4	1.0	Recon modifier: magical camouflage
Lizard, Giant Tuatara	0.028	1 of 2	0.25	1 of 2	0.25	
Mastodon	0.151	2 of 5	1.0	N/A	N/A	

Animals (cont.)	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Octopus, Giant	0.010	1 of 1	0.0	N/A	N/A	Cannot be attacked by land-based units
Pteranodon	0.195	1 of 3	2.5	N/A	N/A	Recon modifier: aerial observation
Pterodactyl	0.005	1 of 5	0.0	N/A	N/A	Recon modifier: aerial observation
Rhinoceros	0.019	1 of 7	0.5	N/A	N/A	
Shark, Bull	0.013	1 of 10	0.5	N/A	N/A	Cannot be attacked by land-based units
Shark, Great White	0.082	1 of 3	1.0	N/A	N/A	Cannot be attacked by land-based units
Shark, Mako	0.034	1 of 7	1.0	N/A	N/A	Cannot be attacked by land-based units
Snake, Giant Python	0.016	1 of 2	0.0	N/A	N/A	
Snake, Giant Rattler	0.015	1 of 3	0.25	N/A	N/A	
Snake, Pit Viper	0.006	1 of 3	0.0	N/A	N/A	
Snake, Sea Snake	0.006	1 of 5	0.0	N/A	N/A	Cannot be attacked by land-based units
Snake, Spitting Cobra	0.005	1 of 3	0.0	N/A	N/A	
Squid, Giant	0.018	1 of 3	0.25	N/A	N/A	Cannot be attacked by land-based units
Stegosaurus	0.023	1 of 3	0.25	N/A	N/A	
Titanothere	0.033	1 of 4	0.5	N/A	N/A	
Toad, Giant	0.002	1 of 3	0.0	N/A	N/A	
Triceratops	0.044	1 of 3	0.5	N/A	N/A	
Tyrannosaurus Rex	0.235	1 of 1	1.0	N/A	N/A	
Varmint, Giant Ferret	0.006	1 of 5	0.0	1 of 5	0.0	
Varmint, Giant Rat	0.000	1 of 18	0.0	1 of 18	0.0	
Varmint, Giant Shrew	0.009	1 of 5	0.25	1 of 5	0.25	
Varmint, Giant Weasel	0.013	1 of 4	0.25	1 of 4	0.25	
Whale, Killer	0.044	1 of 3	0.5	N/A	N/A	Cannot be attacked by land-based units
Whale, Narwhal	0.054	1 of 2	0.5	N/A	N/A	Cannot be attacked by land-based units
Whale, Sperm	0.155	1 of 1	1.0	N/A	N/A	Cannot be attacked by land-based units
Wolf	0.006	1 of 10	0.25	1 of 10	0.25	
Wolf, Dire	0.019	1 of 6	0.5	1 of 6	0.5	

Vermin	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Ankheg	0.052	1 of 5	1.0	1 of 5	1.0	
Ant, Giant	0.064	1 of 14	3.5	1 of 14	3.5	
Bee, Giant	0.012	1 of 18	1.0	1 of 18	1.0	Recon modifier: aerial observation
Beetle, Gt. Bombardier	0.010	1 of 7	0.25	1 of 7	0.25	
Beetle, Giant Fire	0.010	1 of 7	0.25	1 of 7	0.25	
Beetle, Giant Tiger	0.057	1 of 4	1.0	1 of 4	1.0	
Caecilian	0.004	1 of 2	0.0	N/A	N/A	Recon modifier: magical camouflage (burrowing)
Carcass Scavenger	0.040	1 of 3	0.5	N/A	N/A	
Centipede, Giant	0.001	1 of 13	0.0	1 of 13	0.0	
Crab, Giant	0.017	1 of 4	0.25	1 of 4	0.25	
Fly, Giant Carnivorous	0.025	1 of 10	1.0	1 of 10	1.0	Recon modifier: aerial observation
Purple Worm	0.069	1 of 2	0.5	1 of 2	0.5	Recon modifier: magical camouflage (burrowing)
Rhagodessa, Giant	0.046	1 of 3	0.5	1 of 3	0.5	
Scorpion, Giant	0.130	1 of 4	2.0	1 of 4	2.0	
Spider, Black Widow	0.052	1 of 2	0.5	1 of 2	0.5	
Spider, Crab	0.034	1 of 3	0.5	1 of 3	0.5	Recon modifier: magical camouflage
Spider, Tarantula	0.078	1 of 2	0.5	1 of 2	0.5	

Fantastic Creatures	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Basilisk	0.637	3 of 1	2.5	3 of 1	2.5	
Blink Dog	0.359	7 of 1	1.5	7 of 1	1.5	
Chimera	1.539	2 of 1	6	2 of 1	6	Recon modifier: aerial observation
Cockatrice	0.221	1 of 4	3.5	1 of 4	3.5	
Demon Boar	0.779	2 of 1	3.0	2 of 1	3.0	
Doppelganger	0.573	2 of 2	4.5	2 of 2	4.5	
Dragon Turtle	5.384	1 of 1	21.5	1 of 1	21.5	
Dragon, Huge Venerable	18.762	1 of 1	75	1 of 1	75	Recon modifier: aerial observation
Dragon, Venerable	14.968	1 of 1	60	1 of 1	60	Recon modifier: aerial observation
Dragon, Ancient	12.842	1 of 1	52	1 of 1	52	Recon modifier: aerial observation
Dragon, Very Old	11.849	1 of 1	47	1 of 1	47	Recon modifier: aerial observation
Dragon, Old	8.047	1 of 1	32	1 of 1	32	Recon modifier: aerial observation
Dragon, Mature Adult	5.930	2 of 1	24	2 of 1	24	Recon modifier: aerial observation
Dragon, Adult	4.931	2 of 1	20	2 of 1	20	Recon modifier: aerial observation
Dragon, Juvenile	2.749	3 of 1	11	3 of 1	11	Recon modifier: aerial observation
Dragon, Young	2.057	3 of 1	8	3 of 1	8	Recon modifier: aerial observation
Dragon, Very Young	1.490	3 of 1	6	3 of 1	6	Recon modifier: aerial observation
Dragon, Spawn	0.755	4 of 1	3	4 of 1	3	Recon modifier: aerial observation
Gorgon	1.238	2 of 1	5	2 of 1	5	
Griffon	1.124	4 of 2	9	4 of 2	9	Recon modifier: aerial observation
Harpy	0.655	2 of 2	5	2 of 2	5	Recon modifier: aerial observation
Hellhound, Greater	0.216	2 of 3	2.5	2 of 3	2.5	Recon modifier: magical scrying
Hellhound, Lesser	0.088	2 of 3	1	2 of 3	1	Recon modifier: magical scrying
Hippogriff	0.724	2 of 4	11.5	2 of 4	11.5	Recon modifier: aerial observation
Hydra, 12 Head	0.206	1 of 1	1.0	1 of 1	1.0	
Hydra, 11 Head	0.177	1 of 1	1.0	1 of 1	1.0	
Hydra, 10 Head	0.141	1 of 1	0.5	1 of 1	0.5	
Hydra, 9 Head	0.112	1 of 1	0.5	1 of 1	0.5	
Hydra, 8 Head	0.086	1 of 1	0.33	1 of 1	0.33	
Hydra, 7 Head	0.065	1 of 1	0.25	1 of 1	0.25	
Hydra, 6 Head	0.047	1 of 1	0.25	1 of 1	0.25	
Hydra, 5 Head	0.032	1 of 1	0.0	1 of 1	0.0	
Lamia	1.733	1 of 1	7.0	1 of 1	7.0	Recon modifier: magical camouflage (illusions)

Fantastic Creatures	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Lammasu	1.832	5 of 1	7.5	5 of 1	7.5	
Lycanthrope, Werebear	0.380	3 of 1	1.5	3 of 1	1.5	
Lycanthrope, Wereboar	0.211	2 of 3	2.5	2 of 3	2.5	
Lycanthrope, Wererat	0.133	2 of 4	2.0	2 of 4	2.0	
Lycanthrope, Weretiger	0.283	1 of 2	2.5	1 of 2	2.5	
Lycanthrope, Werewolf	0.183	3 of 2	1.5	3 of 2	1.5	
Manticore	2.334	2 of 1	9.5	2 of 1	9.5	Recon modifier: aerial observation
Medusa	0.598	2 of 1	2.5	2 of 1	2.5	
Owl Bear	0.046	1 of 3	0.5	1 of 3	0.5	
Pegasus	0.845	2 of 3	10.0	2 of 3	10.0	Recon modifier: aerial observation
Phase Tiger	0.182	1 of 3	2.0	1 of 3	2.0	
Remorhaz, 10HD	0.219	1 of 4	3.5	2 of 4	3.5	
Roc, Giant	20.530	1 of 1	82.0	1 of 1	82.0	Recon modifier: aerial observation
Roc, Large	5.802	5 of 1	23.0	5 of 1	23.0	Recon modifier: aerial observation
Roc, Small	2.023	6 of 1	8.0	6 of 1	8.0	Recon modifier: aerial observation
Rust Monster	0.107	1 of 2	1.0	1 of 2	1.0	
Sea Serpent	0.020	1 of 6	0.5	1 of 6	0.5	Cannot be attacked by land-based units
Shadow	0.293	1 of 6	7.0	1 of 6	7.0	Recon modifier: magical camouflage
Skittering Maw	0.153	1 of 3	2.0	1 of 3	2.0	
Stirge	0.004	1 of 15	0.25	1 of 15	0.25	
Throghrin	0.236	1 of 5	5.0	1 of 5	5.0	
Treant	1.131	1 of 2	9.0	1 of 2	9.0	Recon modifier: magical camouflage (if in forest)
Unicorn	1.143	2 of 2	9.0	2 of 2	9.0	
Wyvern	1.497	3 of 1	6.0	3 of 1	6.0	Recon modifier: aerial observation

Constructs	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Gargoyle	0.211	1 of 5	4.0	1 of 5	4.0	Recon modifier: aerial observation
Golem, Amber	0.214	1 of 1	1.0	N/A	N/A	Recon modifier: magical scrying
Golem, Bone	0.305	1 of 1	1.0	N/A	N/A	
Golem, Bronze	1.834	1 of 1	7.5	N/A	N/A	
Golem, Wood	0.009	1 of 1	0.0	N/A	N/A	
Statue, Animated Crystal	0.031	1 of 4	0.5	N/A	N/A	
Statue, Animated Iron	0.036	1 of 3	0.5	N/A	N/A	
Statue, Animated Stone	0.109	1 of 2	1.0	N/A	N/A	

Giants	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Cyclops	0.533	2 of 1	2.0	2 of 1	2.0	
Ettin	0.430	2 of 1	2.0	2 of 1	2.0	
Giant, Hill	0.284	5 of 1	1.0	5 of 1	1.0	
Giant, Stone	0.402	3 of 1	1.5	3 of 1	1.5	
Giant, Frost	0.529	2 of 1	2.0	3 of 1	2.0	
Giant, Fire	0.817	2 of 1	3.0	2 of 1	3.0	
Giant, Cloud	1.103	2 of 1	4.5	2 of 1	4.5	
Giant, Storm	1.971	2 of 1	8.0	2 of 1	8.0	
Troll	0.367	1 of 4	6.0	6 of 4	6.0	Leaders available for heroic forays

Summoned	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Djinni	3.256	1 of 1	13.0	N/A	N/A	Recon modifier: aerial observation
Efreeti	6.039	1 of 1	24.0	N/A	N/A	Recon modifier: aerial observation
Invisible Stalker	0.613	1 of 1	2.5	N/A	N/A	Recon modifier: aerial observation, magical camouflage
Salamander, Flame	0.930	5 of 1	4.0			
Salamander, Frost	1.529	2 of 1	6.0			

Undead	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Ghoul	0.289	3 of 3	3.5	3 of 3	3.5	
Mummy	1.037	6 of 1	4.0	6 of 1	4.0	
Skeleton	0.005	1 of 18	0.5	1 of 18	0.5	
Spectre	2.143	5 of 1	8.5	5 of 1	8.5	Recon modifier: aerial observation
Vampire	3.450	3 of 1	14.0	3 of 1	14.0	Recon modifier: aerial observation, magical camouflage
Wight	0.305	2 of 2	2.5	2 of 2	2.5	
Wraith	0.636	2 of 2	5.0	2 of 2	5.0	Recon modifier: aerial observation
Zombie	0.010	1 of 14	0.5	1 of 14	0.5	

OF COINS AND COMMERCE

COMMENTS AND CONTEXT ON THE ECONOMY OF THE ADVENTURER CONQUEROR KING SYSTEM

By Alexander Macris

The economy of ACKS is built from a small number of assumptions, the most crucial of which are (1) that an unskilled laborer earns around 1sp per day of work; (2) that a typical farm yields one quarter of grain per acre; (3) that one quarter of grain sells for 4gp; and (4) that risky investments will yield a rate of return of 3% per month.

The first three assumptions are grounded in history, and a more elaborate explanation of them can be found elsewhere in ***Axioms Issue III***. They set the foundation for the wages and costs of everything else in the setting. Mankind's caloric needs and unskilled labor productivity did not vary much within the timeframe ***ACKS*** concerns itself, and so by adjusting for land productivity we could normalize a variety of historical prices for the game.

The fourth assumption actually *emerged* from the other three assumptions of the system; it wasn't initially designed in. We have previously referred to it as "the secret ratio" of 1:33 (as 1 divided by 33 yields .03 or 3%). The first place the secret ratio appeared was in the average rate of return on gold invested per month in support of mercantile activities, which is 3%. But then it started appearing everywhere.

This ratio became very useful as it allowed us to work out the approximate "capital" of individuals with known income, or conversely, the approximate income of individuals with a known amount of capital. (Note that capital is loosely defined here -- a fighter who has spent thousands of gold carousing while bragging of his exploits has essentially "invested" in his reputation. We assumed for the sake of simplicity that coin, equipment, training, carousing, etc. all have an equal rate of return). Using the secret ratio, we can conclude that:

» A peasant, earning 3gp per month, probably has (3x33) 99gp in capital. This is probably seed, farming implements, and perhaps some domestic animals.

» An alchemist, earning 75gp per month, probably has (75x33) 2,475gp in capital - lab equipment, books, chemical mixtures, potions, and coin.

» The emperor of a massive domain, with an income of 360,000gp per month, has capital of around 11,880,000gp.

» A warrior (2nd level fighter) with 1,500gp invested in equipment, training, and so on, would expect to earn 45gp per month (1500/33).

About 80% of experience points in ACKS are derived from gold, so it was easy to determine the capital of an NPC by multiplying his XP by 80%. That in turn enabled us to calculate the amount of money the character would expect to earn per month. This solved the age-old problem of "how much does it cost to hire an NPC of such-and-such level". Even better, since we knew the average income of various ranks of nobility, it also showed how the wages of characters of various levels compared against that of nobility. At 9th level a character's income from his skills suggested he should be earning as much as an earl or count - which, in turn, suggests that a 9th level warlord who has built a stronghold and carved out a domain can safely style himself as an earl or count.

Some reviewers who have encountered the secret ratio find the notion of a 3% per month interest rate absurd. But it wasn't absurd historically – in fact, it wasn't even uncommon. In some times and places, it was the default. For example:

» The average 1-year rate of profit on agricultural product during the 13th-14th centuries in England was 22.3% for wheat, 29.3% for barley, and 22.4% for oats ("Markets and Economic Growth: The Grain Market of Medieval England", Greg Clark, Department of Economics - UC Davis).

» In Old Babylonia, the interest rate on agricultural loans was 33 1/3%. ("How Interest Rates Were Set, 2500 BC - 1000 AD," Michael Hudson, Journal of the Economic and Social History of the Orient 43, Spring 2000).

» Mortgage lenders in pre-modern France typically required interest of 20-30% of the value of their loan and merchants paid as much as 5-8 % interest per *week* for working capital (An Essay on Economic Theory, Richard Cantillon).

» The rate of return on the silver trade between Rome and India during the Hellenistic era was 100%! (The Middle Ages Revisited, Alexander Del Mar).

Such exorbitant rates of profit and interest seem unbelievable to students of modern economics. How could such rates of profit and interest be sustained? Because of all these factors:

» Economic rents on land. Landlords had a monopoly on land and legal rights to force the workers to work the land. Labor was not a free market.

» Economic rents on commerce. Guild monopolies were common, as were royal charters.

» Grossly inefficient markets. Inefficient markets allow for higher rates of return than efficient markets, which arbitrage away high profits.

» Very short time preferences. When life is nasty, brutish, and short, there's little incentive to save. That means that interest rates must be very high or actors will simply consume.

» Low capital accumulation. Revenues were consumed rather than capitalized, leading to high rates of profit but low rates of long-term growth.

From these five assumptions we erected the edifice of ***ACKS***'s economic system. The rest of this article fills in various gaps in the system that might arise in play.

COINAGE

How much coin is there in a domain, realm, or world? In ***ACKS***, the amount of coinage in circulation in a realm will equal 24gp per peasant family, consisting of the commonly-used coins reflecting their typical exchange rate. E.g. the 24gp of value will actually consist of 8gp, 80sp, and 800cp.

EXAMPLE: A realm of 5,000,000 peasant families has (5,000,000 x 24) 120,000,000gp worth of coins circulating. These consist of 40,000,000gp; 400,000,000sp; and 4,000,000,000cp. At 100 coins per pound, the tonnage in circulation is 200 tons of gold, 2000 tons of silver, and 12,500 tons of copper.

A character's capital or net worth in ACKS is typically equal to 33 times monthly earnings. A typical peasant farm produces 16.25gp per month (shared between ruler and peasants), suggesting net worth of about 536gp is associated with the farm. The 24gp in circulation associated with that farm therefore reflects only about 5% of the farm's net worth. Put another way, the vast majority of wealth in ***ACKS*** is in land, livestock, tools, etc.

NOTE: How do these rules stack up to history? The Persian Empire had a population of 7 million families, so our rules would predict 168,000,000gp worth of coins – about 56 million gold, 560 million silver, and 5.6 billion copper. We know the Persian Empire conquered by Alexander the Great had a store of precious metals worth 200,000 silver talents, divided between 10,000 gold talents and 100,000 silver talents. That works out to (60lbs/talent x 100 coins/lbs. x 10,000) 60,000,000gp and 600,000,000sp. Spot on!
Meanwhile the 2nd Century AD Roman Empire had a population of about 8 million families, so our rules would predict 192,000,000gp worth of coins – about 64 million gold, 640 million silver, and 6.4 billion copper. We know that the Roman Empire had an annual product of about 10 tons of gold, 200 tons of silver, and 15,000 tons of copper, that allowed it to accumulate vast stores of metal – as much as 500 tons of gold, 10,000 tons of silver, and 750,000 tons of copper. That is enough for 100 million gold, 2 billion silver, and 150 billion copper coins. Of course, some of the silver and most of the copper was used for ornaments or tools, but the Romans certainly had ample metal for the coinage we predict.
Finally, the economist Richard Cantillon assessed the typical coinage in circulation of a pre-industrial economy as equal to around one-ninth the product of the land. In *ACKS* a peasant family produces 16.25gp per month or 195gp per year, suggesting 21.6gp of coinage in circulation. We selected 24gp per family so that each family would have sufficient coinage to pay their taxes (2gp per month) annually in coin.

Should the Judge wish to create a venerable dragon that has accumulated all of the coin of an entire kingdom, he now can do so! Such a treasure will be greatly in excess of the paltry hoards presented in the Treasure Types.

COMMISSIONS

These rules replace those found in ACKS. A character in an urban settlement can commission equipment. If the volume of equipment normally available in the market is one or more, then *10 times* the normal amount available by market class can be commissioned. If the volume of equipment normally available is less than one (e.g., there is just a percentage chance of one item being present), then multiply the percentage chance by 10 to get the percentage chance that one item can be commissioned. (If the result is greater than 100%, then one item can be commissioned per 100%.)

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. If more than one item is commissioned, the work is performed simultaneously.

EXAMPLE: Marcus is in Arganos, a city of 4,000 families (Class III market). He wants to buy a war galley (60,000gp), 75 swords (10gp each), and 200 flasks of oil (3sp each). A Class III market has 260 units of any equipment priced 1gp or less, so he finds the 200 flasks of oil without problem. A Class III market has only 15 units of any equipment priced 10gp or less, so only 15 swords are available. There is only a 2% chance of a 60,000gp war galley being available, and the Judge rolls a 42; Marcus cannot find that type of ship in Arganos this month. Marcus decides he'd like to commission the town's armorers to forge more swords, and commission a shipwright to build a war galley. The Judge determines that Marcus can commission up to (15 x 5) 75 swords, which will be ready in (10gp/5gp) 2 days. For the war galley, the Judge multiplies the chance of availability by 10, so there is a 20% chance that a war galley can be commissioned in Arganos this month. The Judge rolls a 17 on 1d100, so a shipwright is available. It will take 120 days for the war galley to be finished (60,000gp / 500gp per day).

Class I markets: In large Class I markets, a character can commission more than ten times the normal amount available, up to (urban families /2,000).

EXAMPLE: If Marcus were in Aura, a city of 100,000 families, he could commission up to (100,000 / 2,000) 50 times the normal amount available.

CONSUMPTION OF URBAN FAMILIES

The average income of a peasant family is between 4 and 6gp per month (see *The Economics of Peasant Families* in ***Axioms III***). In comparison, the average income of an urban family is between 25 and 75gp per month, or about five to ten times higher. However, this does not mean that most urban families are wealthy. The average is skewed by wealthy urban elites, such as bankers, lawyers, magistrates, master craftsmen, and merchants. The median income of an urban family is only 6 to 12gp per month. The median urban income is greater than that of the peasantry, but of course offset by higher costs.

NOTE: To understand how these values were derived requires a slight diversion into the circular flow of an agricultural economy. Assume a simple domain with 80 peasant families, 20 urban families, and 1 ruler. If each peasant family produces 16.25gp of farm goods and consumes 4.25gp of farm goods, that leaves 12gp of farm goods unconsumed, which pass to the local ruler (960gp total). The ruler could reasonably spend 50% of his income on farm goods (including grain, meat, cheese, beer, wine, oil, honey, firewood, horse fodder, etc.) but the remaining 50% (480gp) will be spent on finer goods only available from the artisans and craftsmen of urban settlements. To get money for this, he sells the farm goods to the urban settlers for 480gp, then buys 480gp of urban goods from them. The urban families, in turn, are only spending 50% of their income on farm goods, so they must have a collective income of 960gp (2 x 480gp), with the other 480gp of income coming from the sale of their own urban goods to each other. (E.g., the candlemaker buys cloth from the clothier, who buys candles from the candlemaker.) The urban families therefore produce on average (960gp/20) 48gp each.

But these variables can easily change depending on agricultural productivity, consumption pattern, and population distribution. Given the same agricultural productivity and consumption pattern, an increase in urban population means a decrease in per-capita urban income, and vice versa. In a realm where 30% of the population is urban, urban income would drop to 28gp per month, with large numbers of "urban plebs" living in the cities. If only 10% of the population is urban, but half of consumption is urban, urban income would increase to 96gp per month.

Given the same agricultural productivity and population distribution, an increase in consumption of urban goods means an increase in per-capita urban income, and vice versa. For instance, if the nobility spends 55% of its income on urban goods, and the peasants spend 35% of its income on urban goods, then the urban families will have

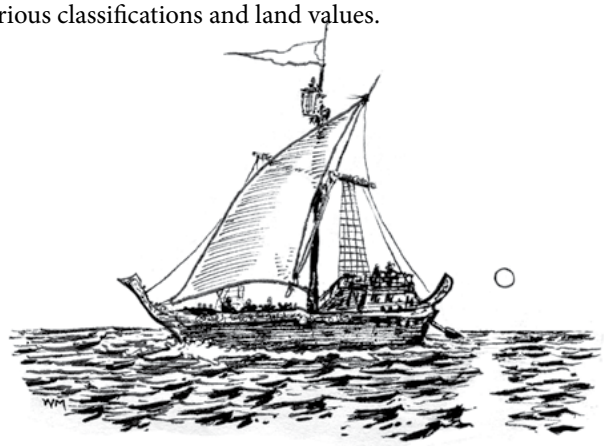
2 x [(960 x .55) + (80 x 4.25 x .35)] 1,296gp in income, or around 65gp each. But if a manorial system develops in which the countryside is largely self-sufficient, then the nobility might spend as little as 35% of its income on farm goods and the peasantry spend nothing at all; in this case the urban families will have 2 x (960 x .35) 672gp in income, or around 33gp each.

Likewise, given the same population distribution and consumption pattern, an increase in agricultural productivity means an increase in urban income, and vice versa. For instance, if the peasant families produce 20gp of farm goods each, and consume 4.25gp of farm goods and 4gp of urban goods, then the urban families will have 2 x [(960 x .5) + (80 x 4)] 1,600gp in come, or 80gp each. All of these trends would interact with each other. If a realm's central government becomes weak and power decentralizes into landed nobility, this will tend to lead towards more self-sufficient manors that purchase fewer urban goods. That will decrease the income of the urban families, which will lead to some families fleeing the cities for the countryside, until a new equilibrium arises. Or, if a realm's agricultural productivity becomes so high that all of its agricultural needs are satiated, then the peasantry will abandon the country and move to the city, which in turn will drive down urban income. We will leave such calculations to future developers of our industrial-age *Proletariat, Revolutionary, Dictator* expansion….

LAND PRICE

In ***ACKS***, we note that "if the character simply wishes to buy civilized land, he will find it very expensive; an acre of good land costs about 50gp." This leaves several questions unanswered: (1) what is "good" land? (2) how much does "bad" land cost per acre? (3) does the price vary for borderlands and wilderness domains?

For game purposes, the two determinants of cost per acre are the land value (gp/month per peasant family) and the classification (civilized, borderlands, or wilderness). The former determines the land's productivity and the latter determines how much it costs to protect it, and what risk it faces of domain encounters. The table below provides a cost per acre for land of various classifications and land values.



Classification and Land Value	Cost per Acre	Monthly Return
Civilized, land value 9	71gp	0.5%
Civilized, land value 8	64gp	0.5%
Civilized, land value 7	57gp	0.5%
Civilized, land value 6	50gp	0.5%
Civilized, land value 5	43gp	0.5%
Civilized, land value 4	36gp	0.5%
Civilized, land value 3	29gp	0.5%
Borderlands, land value 9	24gp	1%
Borderlands, land value 8	21gp	1%
Borderlands, land value 7	18gp	1%
Borderlands, land value 6	15gp	1%
Borderlands, land value 5	12gp	1%
Borderlands, land value 4	9gp	1%
Borderlands, land value 3	6gp	1%
Wilderness, land value 9	3gp*	3%
Wilderness, land value 8	2gp*	3%
Wilderness, land value 7	1gp*	3%
Wilderness, land value 6 or less	0gp**	3%

*If owned. Unclaimed wilderness has no cost.

**If owned, low-value Wilderness Land purchase might cost a few silvers or coppers per acre (Judge's discretion).

MERCANTILE VENTURES

In ***ACKS***, the market class of an urban settlement exclusively determines the toll charged to enter the market, the number of merchants and shippers interested in transactions, and the number of passengers interested in booking passage. However, the city magistrates ought to charge a higher toll to the commander of a six-ship fleet than to an itinerant peddler with a single wagon. Conversely, more of the city's traders ought to be interested in doing business with a mighty merchant-captain than a lowly peddler. To reflect these various circumstances, each market class is assigned a **baseline merchant cargo**, ranging from 640 stones to 60,000 stones.

When a character (or party of characters) enters a market, the Judge should determine the party's **market impact** based on the number of boats, ships, wagons, carts, and pack animals they have entered the market with. The character or party's market impact is equal to the total capacity of its ships and wagons divided by the market's baseline merchant cargo, rounded down.

Market Class	Baseline Cargo	Standard Fleet*	Standard Caravan**	Standard Toll	Standard Passengers	Standard Merch./ Shippers	Loads Each
I	60,000 st	6 small ships	80 large wagons	4d8x10gp	2d4+1	2d6+2	6d8
II	10,000 st	1 small ship	20 large wagons	4d10+10gp	2d4	2d4+1	4d6
III	5,000 st	8 sailing boats	10 large wagons	4d6+2gp	1d4	2d4	3d4
IV	2,500 st	4 sailing boats	5 large wagons	2d6+1gp	1d4-1	1d4	2d4
V	960 st	2 sailing boats	3 small wagons	2d3gp	1d3-1	1d4-1	1d4
VI	320 st	1 river boat	1 small wagon	4d4sp	1d2-1	1d3-1	1d2

* 1 large ship = 3 small ships = 50 sailing boats = 100 river boats. 1 small ship = 16 sailing boats = 25 river boats.

**1 large wagon = 2 small wagons = 3 large carts = 4 small carts. 1 small cart = 2 heavy horses = 3 camels = 4 mules = 10 donkeys.

The toll charged, number of passengers, number of merchants, and number of shipping contracts for the market are **multiplied** by the character or party's market impact. The Market Impact table shows the baseline merchant cargo for each market class, along with the toll charged, number of passengers interested in transit, number of merchants interested in transactions, and number of shippers interested in contracts when the market impact is 1. (For convenience, the table also shows the number of loads each merchant or shipper will transact in, but these values are *not* increased by market impact.)

EXAMPLE: Zenobia arrives at Alakyrum at the head of a caravan of 2,000 camels. Camels have a maximum load of 60 st, so her cargo capacity is 120,000 st. Alakyrum is a Class I market, so its baseline merchant cargo is 60,000 st. Zenobia has a market impact of (120,000 / 60,000) 2. She will pay a toll of 4d8x20gp, and be able to transact with 4d4+2 passengers, 4d6+4 merchants, and 4d6+4 shippers. Each merchant or shipper will have 6d8 loads.

Maximum Impact: If the characters are entering a Class II market or smaller, their maximum market impact is 10 –the market simply cannot service a fleet or caravan any bigger. The maximum market impact permitted in a Class I market, however, is equal to its urban families / 2,000.

EXAMPLE: En route from Alakyrum, Zenobia arrives at a small village at a nameless oasis. The village is a Class VI market with a baseline merchant cargo of 640 st. With a cargo capacity of 120,000 st, Zenobia's market impact would be (120,000 / 640) 188. She's in a Class VI market, so she treats her market impact as 10.

Standard Fleets and Caravans: Judges can quickly approximate the party's market impact by comparing their fleet or caravan to the vessels and vehicles listed in the Standard Fleet and Standard Caravan columns of the table. This avoids having to calculate the cargo capacity manually, though it's less precise.

EXAMPLE: Marcus, Quintus, and Viktir arrive at Arganos with a fleet of 3 small ships. Arganos is a Class III market, so it has a standard fleet of 8 sailing boats. 1 small ship counts as 16 sailing boats, so the party's market impact is (3 x 16 / 8) 6. The party will pay a toll of (4d6+2)x6 gp, and be able to transact with 12d4 passengers, 12d4+6 merchants, and 12d4 shippers. Each merchant or shipper will have 4d6 loads.

Parties: A group of characters arriving together can decide when entering the market whether to do so as a party or to enter separately. Their market impact is determined accordingly. However, when a party of characters enter the market separately, the maximum market impact is equal to 10 divided by the number of characters.

EXAMPLE: Marcus, Quintus, and Viktir could have chosen to enter Arganos separately, with 1 small ship each. Each of them would then have had a market impact of (1 x 16 / 8) 2.

No Market Impact: If a character's market impact is 0, he can still transact in the market. However, he treats the market as being of the next lower market class. If his market impact is still 0, reduce the market class again, repeating this procedure until the character's market impact is at least 1. A character can always trade in a Class VI market as if he had market impact 1.

EXAMPLE: In a tragically bad game of dice, Viktir loses a lot of his wealth. He is forced to reduce his fleet to 2 sailing boats. When he next enters Arganos, he treats it as if it were a Class V market.

Mercantile Networks: Whenever venturers engage in mercantile ventures in a market they have previously visited, they may either treat the market as if it were one market class larger than its actual size or they may take a +1 bonus to market impact, whichever is more useful.

MERCANTILE INVESTMENTS

Rather than consume or hoard their wealth, characters can invest some or all of it in the hopes of earning returns on the investment. For simplicity, mercantile investments are categorized into three types – establishing businesses, funding commercial expeditions, and lending money – as well as five levels of risk – safe, cautious, balanced, risky, and perilous. The type of investment determines what sort of vagaries may occur, while the level of risk determines the **base rate of return** per month and influences the vagaries.

LEVELS OF RISK

Safe investments prioritize the protection of capital above all else. Safe investments include loaning money to chartered banks and investing in licensed guilds with local monopolies. They have a base rate of return of 0.25% per month.

Cautious investments seek a steady return with limited risk to capital, such as investing in civilized farms, investing in large, established businesses, and loaning money to large private landowners. They have a base rate of return of 0.5% per month.

Balanced investments seek a balance between return and risk, such as investing in border farms, funding short-distance mercantile ventures, and loaning money to stable realms. They have a base rate of return of 1% per month.

Risky investments aim for high returns, but may incur substantial losses in some years. Risky investments include investing in wilderness farms, funding long-distance mercantile ventures, loaning money to unstable or warring realms, and investing money in small businesses. They have a base rate of return of 3% per month on average.

Perilous investments offer very high returns at exceptional risk, such as funding adventuring expeditions, funding private military campaigns, and investing in criminal syndicates. Perilous investments have a base rate of return of 9% per month or more – but most perilous ventures will be bankrupt within a year.

MAKING AN INVESTMENT

Market Class	Max Investment / Month
I	100,000gp*
II	25,000gp
III	10,000gp
IV	5,000gp
V	2,000gp
VI	1,000gp

*Per 20,000 families

To make an investment, a character allocates 1gp or more, and chooses the investment's type (business establishment, commercial expedition, or money lending) and level of risk (safe, cautious, balanced, risky, or perilous). The character must be in a market in order to make an investment. There is no minimum investment, but there is a maximum investment per month determined by the market class. The adjoining table below the maximum mercantile investment permitted each month in a market. (If desired, the Judge can limit agricultural and urban investments to these values as well.)

Once an Investment is made, the Judge will roll 1d100 on the Vagaries of Investment table each month and apply its results. Unless noted otherwise by the vagary, the character will then receive a return on his investment, equal to the current value of his investment multiplied by its current rate of return. (Both the value of the investment and the rate of return may vary over time.) Returns are *not* automatically compounded, although characters may choose to re-invest profits into the same or a new investment when they re-enter a market. Characters do *not* earn XP from mercantile investments.

LIQUIDATING AN INVESTMENT

Characters can liquidate an investment to recover their capital. A safe investment can be liquidated immediately. It takes one month to liquidate a cautious investment, two months to liquidate a balanced investment, three months to liquidate a risky investment, and 1d6+3 months to liquidate a perilous investment. During that time, the character continues to earn a return and risk vagaries. It is possible to be wiped out by a bad vagary while trying to liquidate!

VAGARIES OF INVESTMENT

For each investment each month the Judge will roll 1d100 on the Vagaries of Investment table, cross-referencing the die roll, the level of risk, and the type of investment to determine the result affecting the character's investment.

Acclamation: The business has gained a reputation for excellence. The business's current rate of return is doubled this month and for the next 1d6 months. A "Disrepute" vagary cancels this vagary as soon as it occurs.

Annihilation: The expedition has been utterly destroyed. The character earns no return this month, and his investment is completely lost. 1d4 survivors report that the cause of the annihilation is (roll 1d8): 1 – mysterious, 2 – a rival expedition, 3 – a natural disaster, 4 – a group of monsters, 5 – an enemy army, 6 – brigands or pirates, 7 – betrayal from within, 8 – betrayal from trading partners.

Bailout: The debtor needs more funds. The character is asked to invest additional sums equal to the value of his investment multiplied by the percentage shown. If the character provides the bailout, he collects his return based on the new value. If he does not, he can take a "Writedown" vagary or seize the debtor's assets in repayment. Seizing the debtor's assets reduces the current value of the character's investment by 2d6x5% and liquidates the investment.

EXAMPLE: The Zaharan ruinguard Moruvai has taken up predatory lending. He has made a perilous money-lending investment valued at 20,000gp with a base rate of return of 9% per month. The Judge rolls a "Bailout 25%" vagary. Moruvai may either lend another 4,000gp, accept a Writedown of 2d10% of his investment, or seize the debtor's assets, losing 2d6x5% of his investment and liquidating it.

Banking Fee: The character is able to secure an additional fee from the debtor. The return on the character's investment is increased this month by 50%. The fee is (roll 1d6) 1 – origination fee, 2 – late payment fee, 3 – legal expense, 4 – certification, 5 – appraisal, 6 – prepayment penalty.

Bankruptcy: The business goes bust. The character earns no return this month, and his investment is completely lost. The reason for the bankruptcy is (roll 1d10): 1 – mysterious, 2 – casualty, 3 – theft, 4 – loss of key personnel, 5 - corruption, 6 – competition, 7 – government interference, 8-10 bad judgment.

Brigandage/Piracy: The expedition has become the target of an organized company of brigands or fleet of pirates. The expedition's current rate of return is reduced by 33% for the next 1d6 months. The enemy will consist of NPC brigands or pirates with wages equal to ½ the losses they are causing. Despite their predatory nature, the brigands keep worse things at bay, so slaying them increases risk by one level (e.g. from Cautious to Balanced) for 1d6 months unless the PC takes steps to address it

1d100 Roll by Risk					Business Establishment	Commercial Expedition	Money Lending
Safe	Cautious	Balanced	Risky	Perilous			
-	-	01 -	02 -	O5 -	Bankruptcy	Annihilation	Default
-	01 -	02-03	03-07	06-10	Calamity	Delay	Deferment
01 -	02-03	04-06	08-12	11-15	Fee	Decimation	Writedown
02-03	04-06	07-10	13-17	16-20	Disrepute	Rival	Bailout 50%
04-05	07-10	11-15	18-22	21-25	Racket	Brigandage/Piracy	Bailout 25%
07-10	11-15	16-20	23-27	26-30	Return -200%	Return -200%	Bailout 5%
11-15	16-20	21-25	28-32	31-35	Return -150%	Return -150%	3 Month Extension
16-25	21-28	26-32	33-37	36-40	Return -100%	Return -100%	2 Month Extension
26-40	29-40	33-42	38-42	41-45	Return -50%	Return -50%	1 Month Extension
41-60	41-60	43-58	43-58	46-55	Return	Return	Return
61-75	61-72	59-68	59-63	56-50	Return +50%	Return +50%	Return
76-85	73-80	69-75	64-68	61-65	Return +100%	Return +100%	Return
86-90	81-85	76-80	69-73	66-70	Return +150%	Return +150%	Banking Fee +50%
91-94	86-90	81-85	74-78	71-75	Return +200%	Return +200%	Collateral 5%
95-97	91-94	86-90	79-83	76-80	Patron	Protector	Collateral 10%
98-99	95-97	91-94	84-88	81-85	Acclamation	Monopoly	Collateral 20%
100 +	98-99	95-97	89-93	86-90	Windfall +2d10%	Discovery +2d10%	Principal
-	100 +	98-99	94-98	91-95	Windfall +2d6x5%	Discovery +2d6x5%	Repayment
-	-	100 +	99 +	96 +	Windfall +100%	Discovery +100%	Maturation

(Judge's discretion). A "Protector" vagary cancels this vagary as soon as it occurs.

Calamity: A calamity has wrecked the business's storefront and/or inventory. The character earns no return this month, and the value of his investment is reduced by 2d6x5%. The calamity is (roll 1d6) 1 – arson, 2 – vandalism, 3 – burglary, 4 – riot, 5 - accidental fire, 6 – flood.

Collateral: The debtor deposits collateral worth 5% - 20% of the investment value with the character. In the event that the character loses any investment value in the future due to a "Default," "Deferment," "Bailout," or "Writedown" vagary, the character may seize the collateral to make up for the loss. The character may also apply the value of collateral towards a bailout. The collateral is (roll 1d6) 1 – common merchandise, 2 – precious merchandise, 3 – gems, 4 – jewelry, 5 – silver, 6 – gold.

Decimation: The expedition has been decimated. The character earns no return this month, and the value of his investment is reduced by 2d10%. The cause of the casualties is (roll 1d8): 1 – mysterious, 2 – a rival expedition, 3 – a natural disaster, 4 – a group of monsters, 5 – an enemy army, 6 – brigands or pirates, 7 – betrayal from within, 8 – betrayal from trading partners.

Default: The debtor defaults and has no assets; the value of the loan must be written off completely. The character earns no return this month, and his investment is completely lost. The reason for the default is (roll 1d10): 1 – mysterious, 2 – casualty, 3 – theft, 4 – loss of key personnel, 5 - corruption, 6 – competition, 7 – debt jubilee, 8-10 bad judgment.

Deferment: The debtor is unable to make payments and has asked to defer payment on his loan. If the character agrees, he earns no return this month or for the next 1d6 months. Do not roll vagaries during this time. If the character refuses, he may seize the debtor's assets in repayment. The current value of his investment is reduced by 2d6x5% and then the investment is liquidated.

Delay: The expedition has been gotten lost, become imprisoned, had its inventory impounded, or otherwise held up. The character earns no return this month. If the expedition attempts to escape or push ahead, reduce the value of its investment by 2d6x5%. Otherwise, the character earns no return for the next 1d6 months, during which time no vagaries occur. The cause of the delay is (roll 1d8): 1 – mysterious, 2 – lost in wilderness/at sea, 3 – halted by inclement weather, 4 – held up at customs, 5 – imprisoned by government, 6 – captured by brigands or pirates, 7 – inventory impounded, 8 - internal crisis.

Discovery: The expedition has unearthed something of great worth. The current value of the character's investment is increased by the percentage shown (2d10%, 2d6x5%, or 100%), or the discovery may lead to an adventure (Judge's discretion). The discovery is (roll 1d6) 1 - a treasure map, 2 – buried treasure, 3 – a hidden urban settlement, 4 – a new trade route, 5 – the confirmation of a legend, 6 – a place of power.

Disrepute: The character's business has fallen into disrepute due to slander by the competition, shady business practices, or just bad luck. The business's rate of return is halved this month and for the next 1d6 months. This vagary can be cumulative in its impact, halving the rate of return each time it occurs. An "Acclamation" or "Patron" vagary cancels this vagary as soon as it occurs.

Extension: The debtor is unable to make his payment this month and asks for an extension. If the character agrees, the amount will be paid in 1, 2, or 3 months, as noted. If the character refuses, he may seize the debtor's assets in repayment. The current value of his investment is reduced by 2d6x5% and then the investment is liquidated.

Fee: The business suffers a burdensome fee equal to 2d10% of the value of its investment. The fee is (roll 1d6) 1 – tariff, 2 – fine/penalty, 3 – legal expense, 4 – liturgy, 5 – licensing fee, 6 – bribery / extortion by magistrates. If the business is in a domain ruled by the party, this vagary can be ignored if desired.

Maturation: The debtor's creditworthiness has substantially improved. All future rolls on the Vagaries of Investment table are made as if the investment were one level less risky.

Monopoly: The expedition has gained a monopoly over its services. The monopoly is both local and temporary, but the expedition's current rate of return is doubled this month and for the next 1d6 months. A "Rival" vagary cancels this vagary as soon as it occurs.

Patron: The business has secured the patronage of a powerful or important customer. If the business is suffering from a "Disrepute" or "Racket" vagary, those are immediately cancelled. For the next 1d6 months, the business's rate of return is increased by 33% due to the patron's generous contribution and referrals. If an adventurer openly owns the business, the patron may be interested in the adventurer in some way (Judge's discretion). The patron is (roll 1d10) 1 – magistrate, 2 – senator, 3 – merchant, 4 – master craftsman, 5 – specialist, 6 – fighter, 7 – thief, 8 – mage, 9 – cleric, 10 – unusual (Judge's choice).

Principal: The value of the investment has increased due to changes in the market. After collecting this month's return, the character may immediately increase the current value of his investment by 2d10% and liquidate the investment if desired. If the character does not liquidate the investment, however, the value is not increased.

Protector: The expedition has garnered the protection of a powerful and authoritative figure in the region. If the expedition is suffering from a "Brigandage/Piracy" vagary, it is immediately cancelled. For the next 1d6 months, the expedition can ignore any "Annihilation," "Delay," "Decimation," or "Brigandage/Piracy" vagaries it suffers. If an adventurer openly owns the expedition, the protector may be interested in the adventurer in some way (Judge's discretion). The protector is (roll 1d10) 1 – a ruler, 2 – a military commander, 3 – a notorious brigand or buccaneer, 4 – a famous adventurer, 5 – a powerful monster, 6 – unusual (Judge's choice).

Racket: The business has become the target of an organized criminal protection racket. The business's current rate of return is reduced by 33% for as long as the racket continues. The racketeers will consist of NPC ruffians with wages equal to ½ the losses they are causing. Slaying the racketeers earns the ire of the local syndicate and increases risk by one level (e.g. from Cautious to Balanced) for 1d6 months unless the PC takes steps to address it (Judge's discretion). If the local syndicate is under the party's control, this vagary represents a rival syndicate trying to take a cut of the action. A "Patron" vagary cancels this vagary as soon as it occurs.

Repayment: The debtor has come into funds and is able to repay any late payments that may have resulted from an "Extension" vagary. In addition, if payment is currently being deferred due to a "Deferment" vagary, that vagary is cancelled.

Return (+/-%:): The investment yields a return. If no modifier is listed, the return is equal to the current rate of return; there is no other vagary. If modified by a positive number, the return is increased by the relative percentage shown this month. If modified by a negative number, the return is decreased by the number shown this month, possibly yielding a negative return (loss). Losses can be paid by the character or deducted from the investment value.

EXAMPLE: A risky investment with a current rate of return of 3% will yield -3% on "Return – 200%", 0% on "Return -100%", 4.5% on "Return +50%" and 9% on "Return +200%".

Rival: The expedition is facing competition from a cut-throat rival that will stop at nothing to bring them ruin. The expedition's rate of return is halved this month and for the next 1d6 months. This vagary can be cumulative in its impact, halving the rate of return each time it occurs. A "Monopoly" vagary cancels this vagary as soon as it occurs.

Windfall (%): An unexpected windfall yields fiscal rewards. The current value of the character's investment is increased by the percentage shown (2d10%, 2d6x5%, or 100%). The windfall is (roll 1d6) 1 – an inheritance, 2 – a property appreciation, 3 – a business innovation, 4 – the failure of a competitor, 5 – a valuable endorsement, 6 – of mysterious origin.

Writedown: Market conditions are such that the character will never be able to recoup the full value of his loan completely. The character earns no return this month, and the value of his investment is reduced by 2d6x5%.

THE ECONOMICS OF PEASANT FAMILIES

WHAT DOES LIFE HOLD FOR THOSE WHO TILL THE LAND?

By Alexander Macris

By default, ***ACKS*** assumes an agrarian economy where peasants generate revenue by laboring on the domain's lands, producing wheat, barley, and other grains; milk, meat, wool, and other animal products; and various ancillary domestic goods such as ale, timber, clothing, and furniture. From the lord's perspective, this is collected in the form of land value, service value, and tax value, typically totaling 12gp per family per month. But what's going on at the level of the peasant family?

PRODUCTION

A typical peasant family manages 30 acres, with 20 acres farmed and 10 acres fallow each year. Each year, each of the 20 farmed acres is seeded with 2 bushels of grain. Each farmed acre then yields 10 bushels of grain. 2 bushels must be set aside for next year's seed, so the result is a 4:1 yield of (10 – 2) 8 bushels per acre, or 1 quarter per acre. Therefore, 20 acres yields 160 bushels or 20 quarters of grain. A quarter of grain costs 4gp in ***ACKS***. Therefore, the peasant's farmland produces (20 acres x 1 quarter/acre x 4gp/quarter) 80gp per year.

Finally, the family manages 1 ox, 3 cows, 1 pig, and 32 sheep. Each ox and cow requires 1.33 acres of pasture. The pig requires no acreage, as it is fed from fallen nuts and farm refuse. One sheep may graze in each ox or cow's acreage; the other sheep require 0.167 acres of pasture each. The peasant family therefore requires [(1 x 1.33) + (3 x 1.33) + ({32-4} x 0.167)] 10 acres of pasture for its livestock – the same 10 acres it leaves fallow each year.

The ox is used to plough the field, and its value is already represented by the yields noted above. The 3 cows produce 10.41gp of revenue each. The pig produces 1.14gp of revenue. The 32 sheep produce 1.58gp of revenue each. Total revenue for the field is therefore [(3 x 10.41) + (1 x 1.14) + (32 x 1.58) 82.93gp. For ease, we round to 83gp.

Across its members, a peasant family has 500 days of labor available. The family first attends to its crops and animals, then its garden, and thereafter performs unskilled labor for other purposes.

The labor of farming can be divided into plowing, reaping, harvesting, and threshing. Plowing an acre takes 1.1 days of labor, or 22 days for 20 acres. Reaping an acre requires 1.5 days, or 30 days for 20 acres. Harvesting an acre requires 1.4 days, or 28 days for 20 acres. Threshing 4 bushels requires 1 day, or 40 days for 160 bushels. In total, farming 20 acres requires (22 + 30 + 28 + 40) 120 days of labor, or about 6 days per acre.

The labor of animal husbandry is dependent on the livestock. Each cow requires 5 days of labor annually. Each pig requires 3 days of labor annually. Each sheep requires 1.33 days of labor annually. A farm with 3 cows, 1 pig, and 32 sheep uses [(3 x 5) + (1 x 3) + (32 x 1.33)] 60.56 days of labor, or about 6 days per acre.

The peasant family therefore has [500 – (120 + 60)] 320 days of labor available after tending to crops and animals. Unskilled labor is worth 1sp per day, so this yields an additional 32gp for the household.

The total value produced is 80gp from crops, 83gp from livestock, and 32gp from other labor, for a total of 195gp per year. With 12 months per year, the peasant family produces 16.25gp of crops, milk, wool, meat, and goods per month.

CONSUMPTION

ACKS is agnostic with regard to whether any individual peasant family is an owner, renter, or serf of its land. The economic system simply assumes that most of a peasant family's production is extracted by landlords and tax collectors in some manner, such that the family is able to maintain only a subsistence lifestyle.

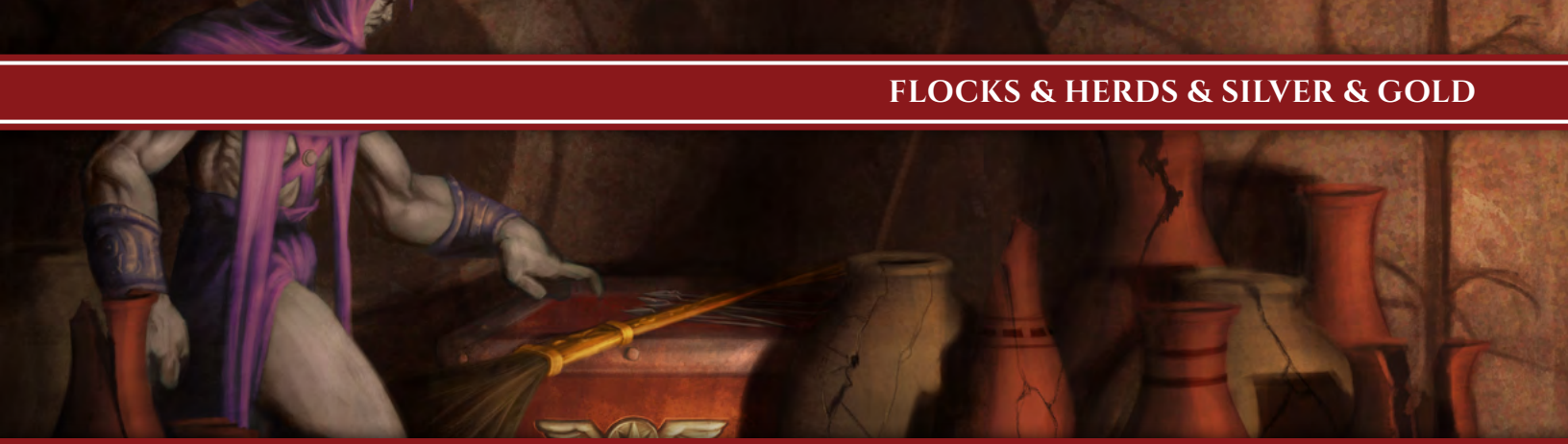
A peasant family requires a minimum of 11,000 calories per day, with 10,000 from bread and 1,000 from meat. A one-pound loaf of bread provides 1,000 calories per day. A bushel of wheat produces 72 one-pound loaves of bread. As each bushel costs (4gp/quarter / 8 bushels/quarter) 0.5gp, each loaf of bread costs 0.69cp. Therefore each family needs (7 x 0.69) 4.83cp per day for bread. 1,000 calories of beef, pork, or milk costs 4cp, so each family spent another 4cp per day. In total, the family needs 8.83cp per day, or 264.9cp per month, or 2.65gp.

Historically the cost of food represented at least 60% of total costs for a peasant household. Using this as a baseline, we can calculate that total subsistence consumption could not exceed 2.65gp/0.6, or 4.41gp per month. We shall set the value at 4.25gp per month. The peasant family consumes (4.25gp – 2.65gp) 1.6gp of goods other than food per month. In total it consumes (4.25gp/month x 12 months/year) 51gp per year.

If the family produces 16.25gp per month, and subsists on 4.25gp per month, then the monthly surplus remaining for landlords and tax collectors is 12gp. In ACKS, this is represented with the tax, service, and land values generated by each peasant family, which average 12gp per month for average land (land value 6gp). About 75% of the peasant's production is thus claimed by the ruler.

Note that if the family were to abandon its farm to work as unskilled labor, it would have a full 500 days of labor available. The wages of unskilled labor are 1sp per day, so the family might hope to earn 500sp per year, that is, 50gp per year or 4.16gp per month. Thus, even assuming full employment, a laborer family is worse off than a peasant family.

In most cases, the peasant family will enjoy an even higher standard of living, as the local lord returns a portion of his taxes and rents in the form of seasonal festivals or liturgies. If the ruler spends 5gp per family per season on festivals, that works out to (5gp/festival x 1 festival/season x 1 season/3 months) 1.67gp per month returned to the family. The peasant family thus may consume as much as 5.92gp per month.



FLOCKS & HERDS & SILVER & GOLD

CALCULATING THE RETURNS FROM LIVESTOCK IN ACKS

By Alexander Macris

Calculating revenue from livestock is complicated by the fact that livestock are born, reproduce, and die. To address this dynamic, we developed the concept of an **equilibrium herd**. The equilibrium herd is a set of animals of sufficient size to maintain its numbers year over year while producing milk, meat, wool, and other goods at a stable level. By using an equilibrium herd, average revenue per animal can be calculated as the revenue produced by the equilibrium herd divided by the number of animals in the herd. Using an equilibrium also enables us to assess the return on investment in livestock, to see how it compares to implied return on investment in ***ACKS*** of 3% per month (for more on the implied return on investment in ***ACKS***, see *Of Coins and Commerce* in this issue).

Child-aged livestock have been priced at 50% of adult price, while adolescent livestock are at full price. Baby, child, and adolescent livestock have pelts and meat worth 25%, 50%, and 75% of the value of adult livestock, but adolescent males are treated as adult females due to dimorphism. Pasture is priced at 15gp per acre (arable farmland is 50gp per acre).

CATTLE

An equilibrium herd consists of 16 cattle, including 8 adult cows, 2 heifers (adolescent female cows), 2 bullocks (adolescent male cows), 2 bull calves (child male cows), and 2 cow calves (child female cows). The adult cows have access to a bull (not included in the herd). Every year, the following occurs:

» Each head of cattle receives 5 days of labor costing 1sp per day, for a total of (16 x 5 x .1) 8gp.

» Each of the 16 heads of cattle grazes on 1.33 acres of pasture, for a total of 21.28 acres.

» Each of the 8 milk-cows has a 70% annual chance of giving birth to a calf, which has a 70% chance of surviving to mid-year. Therefore there are (8 x .7 x .7) 4 calves by mid-year, of which 2 are bull calves and 2 are cow calves.

» 6 of the milk cows produce 125 gallons of milk each. The 2 oldest milk cows and the 2 heifers produce 112.5 gallons of milk each. Total milk production is [(6 x 125) + (4 x 112.5)] 1,200 gallons. Milk is worth 1sp per gallon, so the herd produces 120gp worth of milk.

» The 2 oldest milk cows and the 2 bullocks* are slaughtered for beef and leather. Each produces 250lbs of beef valued at 4cp per pound, or 10gp, for 40gp worth of meat total. Each produces 25lbs of leather valued at 6.6cp per pound, or 1.65gp, for 6.6gp worth of leather total.

» The 2 heifers develop into milk-cows.

» The 2 bull calves develops into bullocks.

» The 2 cow calves develop into heifers.

At year's end, the herd has returned to its equilibrium of 8 milk-cows, 2 heifers, 2 bullocks, 2 bull calves, and 2 cow calves. Total production is (120gp + 40gp +6.6) 166.6gp and total cost is 8gp, for profit of 158.6gp. On average, revenue per head of cattle is (166.6/16) 10.41gp and labor cost is (8/16) 0.5gp.

Return on Investment: Purchasing 8 milk-cows, 2 heifers, 2 bull calves, and 2 cow calves costs [(8 x 10) + (2 x 10) + (2 x 5) + (2 x 5)] 120gp. Pasture can be purchased at 15gp per acre, so purchasing 21.28 acres of pasture costs 319.2gp. Total investment is therefore 439.2gp, rounded to 440gp. According to ***ACKS*** secret ratio, that should yield 13.33gp per month or 160gp per year profit. At 158.6gp per year, cattle herding yields 99% of the value predicted by the secret ratio.

Caloric Return on Acreage: A gallon of cow milk has 2,400 calories and a pound of beef has 1,000 calories. Caloric production is therefore (1,200 x 2,400) 2,880,000 calories of milk and (250 x 4 x 1000) 1,000,000 calories of beef, or 3,880,000 calories. This

takes 21.28 acres of pasture. In contrast, 21.28 acres of farmland will produce 21.28 quarters of wheat. Each quarter of wheat consists of 8 bushels, each of which produces 72 loaves of bread worth 1,000-calories each. Therefore a similar acreage of farmland will produce (21.28 quarters x 8 bushel/quarter x 72 loaves/bushel x 1000 calories/loaf) 12,257,280 calories. Raising cattle is only about 30% as efficient in producing calories as farming.

Terrain: Cattle can only be reared in Clear, Grass, Scrub, Woods, and Hills terrain. They cannot be reared in Mountains, Barrens, Desert, Swamp, or Jungle terrain.

Mixed Grazing: For each cattle grazed on a farm, one goat or sheep may be grazed in the same acreage. Each species eats the grasses, shrubs, and bushes it prefers, increasing the efficiency of the pasturage.

GOATS

An equilibrium flock consists of 16 goats, including 8 doe, 2 yearling doe, 2 yearling bucks, 2 doe kids, and 2 buck kids. All the does have access to an uncastrated buck. Every year, the following occurs:

» Each goat requires 5 days of labor costing 1sp per day, for a total of (16 x 5 x .1) 8gp.

» Each of the 16 goat requires 0.167 acres of pasture to graze on, for a total of 2.67 acres.

» Each of the 8 doe has a 70% annual chance of giving birth to a kid, which has a 70% chance of surviving to mid-year. Therefore there are (8 x .7 x .7) 4 kids born, of which 2 are doe kids and 2 are buck kids.

» Each of the 16 goats produces 0.5lbs of fleece worth 5sp per lbs, or 2.5sp per fleece, for a total of (16 x .25) 4gp.

» 6 of the doe produce 22.5 gallons of milk each. The 2 oldest doe and the 2 yearling doe produce 20 gallons of milk each. Total milk production is [(6 x 22.5) + (4 x 20)] 215 gallons. Milk is worth 1sp per gallon, so the herd produces 21.5gp worth of milk.

» The 2 oldest does and the 2 yearling bucks are slaughtered for chevon and leather. Each produces 33lbs of chevon valued at 3cp per pound, or 1gp, for 4gp worth of meat total. Each produces 3.3lbs of leather valued at 6.6cp per pound, or 0.22gp, for 0.88gp worth of leather total.

» The 2 yearling does develop into does.

» The 2 buck kids develops into yearling bucks.

» The 2 doe kids develop into yearling doe.

At year's end, the flock has returned to its equilibrium of 8 doe, 2 yearling doe, 2 yearling bucks, 2 doe kids, and 2 buck kids. Total production is (4 + 21.5 + 4 + 0.88) 30.38gp and total cost is 8gp, for profit of 22.38gp. On average, revenue per goat is (30.38/16) 1.90gp and labor cost is (8/16) 0.5gp.

Return on Investment: Purchasing 8 doe, 2 yearling doe, 2 doe kids, and 2 buck kids cost costs [(8 x 2) + (2 x 2) + (2 x 1) + (2 x 1)] 24gp. Pasture can be purchased at 15gp per acre, so purchasing 2.67 acres of pasture costs 40gp. Total investment is therefore (24 + 40) 64gp. According to the ***ACKS*** secret ratio, that should yield 1.93gp per month or 23.27gp per year profit. At 22.38gp per year, goat herding yields 96% of the value predicted by the secret ratio. Goats have a lower return than sheep or cattle, but a higher return than pigs.

Caloric Return on Acreage: A gallon of goat's milk has 2,250 calories and a pound of chevon has 650 calories. Caloric production is therefore (240 x 2,250) 540,000 calories of milk and (4 x 33 x 650) 85,800 calories of chevon, or 625,800 calories, over 4 acres. In contrast, 4 acres of farmland will (4 quarters x 8 bushel/quarter x 72 loaves/bushel x 1000 calories/loaf) 2,304,000 calories, or 3.68 times as much. Raising goats is only 27% as efficient in producing calories as farming. They are less calorically efficient than pigs or cattle, but more calorically efficient than sheep.

Terrain: Goats can be reared in Clear, Grass, Scrub, Woods, Mountains, Hills, or Barrens terrain. They cannot be reared in Swamp, Jungle, or Desert terrain.

Mixed Grazing: For each cattle grazed on a farm, one goat or sheep may be grazed in the same acreage. Each species eats the grasses, shrubs, and bushes it prefers, increasing the efficiency of the pasturage.

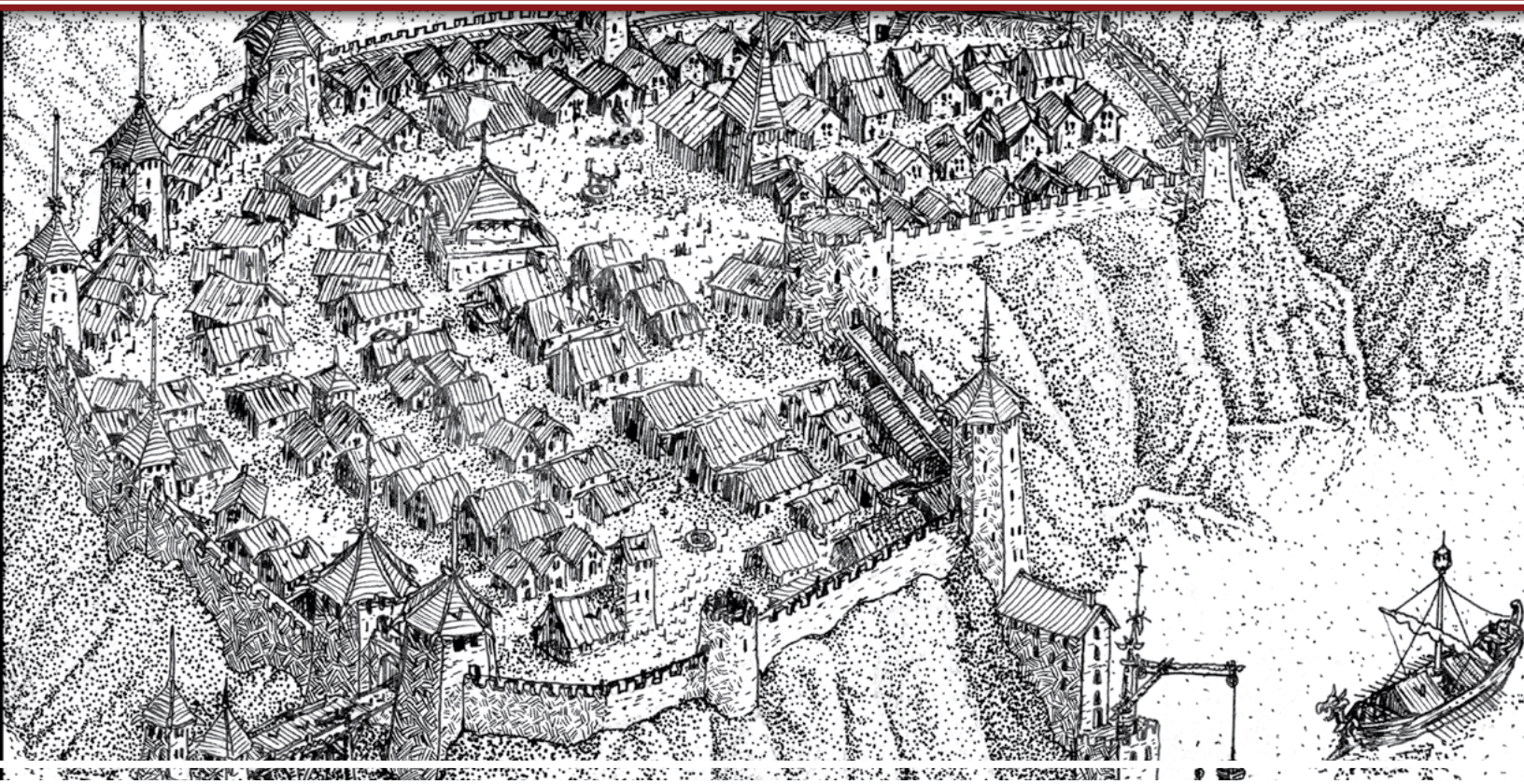
SHEEP

An equilibrium flock consists of 16 sheep, including 8 ewes, 2 yearling ewes, 2 yearling rams, 2 ewe lambs, and 2 ram lambs. All the ewes have access to an uncastrated ram. Every year, the following occurs:

» Each sheep requires 1.33 days of labor costing 1sp per day, for a total of (16 x 1.33 x .1) 2.13gp.

» Each of the 16 sheep requires 0.167 acres of pasture to graze on, for a total of 2.67 acres.

» Each of the 8 ewes has a 70% annual chance of giving birth to a lamb, which has a 70% chance of surviving to mid-year.



Therefore there are (8 x .7 x .7) 4 lambs born, of which 2 are ewe lambs and 2 are ram lambs.

» Each of the 16 sheep produces an average of 1.6lbs of fleece, worth 5sp per lb, or 7.5sp per fleece, for a total of (16 x .75) 12gp.

» 6 of the ewes produce 9 gallons of milk each. The 2 oldest ewes and the 2 yearling ewes produce 8 gallons of milk each. Total milk production is [(6 x 9) + (4 x 8)] 86 gallons. Milk is worth 1sp per gallon, so the herd produces 8.6gp worth of milk.

» The 2 oldest ewes and the 2 yearling rams are slaughtered for mutton and leather. Each produces 25lbs of mutton valued at 4cp per pound, or 1gp, for 4gp worth of meat total. Each produces 2.5lbs of leather valued at 6.6cp per pound, or 0.165gp, for 0.6gcp worth of leather total.

» The 2 yearling ewes develop into ewes.

» The 2 ram lambs develops into yearling rams.

» The 2 ewe lambs develop into yearling ewes.

At year's end, the flock has returned to its equilibrium of 8 ewes, 2 yearling ewes, 2 yearling rams, 2 ewe lambs, and 2 ram lambs. Total production is (12 + 8.6 + 4 +0.6) 25.2gp and total cost is 2.13gp, for profit of 23.07gp. On average, revenue per sheep is (25.2/16) 1.58gp and labor cost is (2.13/16) 0.13gp.

Return on Investment: Purchasing 8 ewes, 2 yearling ewes, 2 ewe lambs, and 2 ram lambs cost costs [(8 x 2) + (2 x 2) + (2 x 1) + (2 x 1)] 24gp. Pasture can be purchased at 15gp per acre, so purchasing 2.67 acres of pasture costs 40gp. Total investment is therefore 64gp. According to the ***ACKS*** secret ratio, that should yield 1.93gp per month or 23.16gp per year profit. At 23.07gp per year, sheep herding yields 99.6% of the value predicted by the secret ratio. Sheep have the highest return on investment of any livestock.

However, over 45% of a sheep's revenue is derived from its wool. Annual consumption of wool was historically around one pound per person in pre-modern times. Since each sheep produces more than a pound of wool annually, a farmer with more than a half-dozen sheep must be producing wool for sale. Sheep herding will therefore only truly realize its value when a well-developed wool export market exists. Moreover, sheep herding is quite inefficient as a means of producing calories. Therefore, even if an export market exists, land must be widely available relative to the size of the populace in order for enough to be available as pasture for sheep. The most well-known historical confluence of these requirements is England in the centuries after the Black Death.

Caloric Return on Acreage: A gallon of sheep's milk has 2,400 calories and a pound of mutton has 1,000 calories. Caloric production is therefore (96 x 2,400) 230,400 calories of milk and (4 x 33 x 1,000) 132,000 calories of mutton, or 362,400 calories. This takes 2.67 acres of pasture. In contrast, 2.67 acres of farmland will produce (2.67 quarters x 8 bushel/quarter x 72 loaves/bushel x 1000 calories/loaf) 1,537,920 calories, or 4.24 times as

much. Raising sheep is only 24% as efficient in producing calories as farming.

Terrain: Sheep can be reared in Clear, Grass, Scrub, Woods, Mountains, and Hills terrain. They cannot be reared in Swamp, Barren, Desert, or Jungle terrain.

Mixed Grazing: For each cattle grazed on a farm, one goat or sheep may be grazed in the same acreage. Each species eats the grasses, shrubs, and bushes it prefers, increasing the efficiency of the pasturage.

SWINE

An equilibrium herd consists of 11 swine, including 1 sow, 5 pigs, and 5 piglets. The sow has access to a boar. Every year, the following occurs:

» Each swine requires 3 days of labor costing 1sp per day, for a total of (11 x 3 x .1) 3.3gp.

» Each swine requires 0.1 acres of pasture to graze on, for a total of 1.1 acres.

» The sow gives birth to a litter of 6 piglets, of which 5 survive to mid-year.

» The 5 pigs are slaughtered for pork. Each produces 83lbs of pork valued at 3cp per pound, or 2.5gp, for 12.5gp worth of meat total.

» The 5 piglets develop into pigs.

Total production is 12.5gp worth of meat and total cost is 3.3gp, for a profit of 9.2gp. On average, revenue per pig is (12.5/11) 1.14gp and labor cost is (3.3/11) 0.3gp.

Return on Investment: Purchasing a sow and 5 piglets costs [3 + (5 x 1.5)] 10.5gp. Pasture can be purchased at 15gp per acre, so purchasing 1.1 acres costs 16.5gp. Total investment is therefore 27gp. According to the ***ACKS*** secret ratio, that should yield 0.82gp per month or 9.82gp per year profit. At 9.2gp per year, swine herding yields 94% of the value predicted by the secret ratio. Swine have the lowest return on investment of any livestock.

Caloric Return on Acreage: A pound of pork has 650 calories. Caloric production is therefore (5 x 83 x 650) 269,750 calories over 1.1 acres. 1.1 acres of farmland will produce 1.1 quarters of wheat, yielding (1.1 quarters x 8 bushels/quarter x 72 loaves/bushel x 1000 calories/loaf) 633,600 calories, or 2.34 times as much. Raising swine is 42% as efficient in producing calories as farming. Swine are thus the most calorically-efficient livestock. Since a single pig requires no acreage, the easiest way for peasants to introduce meat into their diet is by pig farming.

Terrain: Swine can be reared in Clear, Grass, Scrub, Woods, Hills, Swamp, and Jungle terrain. They cannot be reared in Mountain, Barren, or Desert terrain.

Pannage: To represent the practice of allowing peasant-owned swine to feed on fallen acorns and nuts in nearby woodlands, each peasant family may rear a single swine without allocating acreage per family.

Note: Note that in *Lairs & Encounters*, meat is valued at 0.3gp per stone, or 30cp per 15lbs, or 2cp per pound. However, in *ACKS*, preserved meat costs 200gp per 80 stone. Therefore each stone of preserved meat costs 2.5gp. A stone on the mercantile tables typically represents 15lbs., so each pound of preserved meat costs 0.17gp or 17cp – a huge disparity from the cost in *L&E*! However, preserved meat such as jerky weights 30% of fresh weight, so each pound of preserved meat really represents 3.33lbs of fresh meat. Fresh meat therefore cannot cost more than (17/3.33) 5.1cp per pound. The labor and materials used in the preservation process have to cost something!

Historically, meat has been estimated at 5 to 6 ½ times as expensive as wheat on a caloric basis. Since a 1,000-calorie loaf of bread costs 0.69cp, we should expect a 1,000-calorie serving of meat to cost 3.45cp to 4.49cp. Mutton and beef have about 1,000 calories per pound, so they should cost about 3.45cp to 4.49cp. Chevon and pork have about 650 calories per pound, so they should cost 2.25cp to 2.93cp per pound.

In these rules, we assume that beef and mutton costs 4cp per pound, chevon and pork costs 3cp per pound, and other meat costs 2cp per pound.

4

ISSUE FOUR
DECEMBER 2016

LET HE WHO SEEKS PEACE PREPARE FOR WAR.

- ***Pitching Battle!:*** **A revised approach for abstract battle resolution using *Domains at War: Campaigns*.**
- ***Aide-de-Camp:*** **Printable play ads for the revised battle system in this issue.**
- ***Elite Troops:*** **History's best soldiers are now at your command.**
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PITCHING BATTLE!

A REVISED APPROACH FOR ABSTRACT BATTLE RESOLUTION USING DOMAINS AT WAR: CAMPAIGNS

By Alexander Macris

This article presents a set of revised rules intended to replace the Battles resolution mechanics found in ***Domains at War: Campaigns*** Chapter 4, p. 67. These new rules are more complex than the original rules, but in exchange for this complexity, they offer much sharper differentiation between unit types and a much larger opportunity for PC and NPC leaders to influence the outcome of the battle with their choices. As such the revised rules are perfect for those Judges who found the *Campaign* rules slightly too elementary but who do not have the time, space, or inclination to fight out battles on the tabletop using the rules in ***D@W: Battles***.

PREPARING FOR BATTLE

SET BATTLE PHASE COUNTDOWN

6-Mile Hex	BPC Value (1d8)			
Terrain Type	1	2-4	5-7	8
Clear or Grass	1	1	1	2
Barren	1	1	2	2
Desert	1	1	2	2
Hills	1	1	1	2
Scrub	1	1	1	2
Woods	1	1	1	2
Mountains	1	2	2	3
Jungle	1	1	2	3
Swamp	1	2	2	3

Before a battle begins, the Judge must determine the starting count of the **battle phase countdown (BPC)** of the battlefield. The battle phase countdown controls the pace at which opposing armies can move from long-range missiles to short-range skirmishing to hand-to-hand combat. Most battles are pitched across clear, firm ground on which both armies can easily approach or withdraw from each other. Such battlefields typically have a starting count of 1.

However, battles do sometimes occur across soft ground, rocks, mud, snow, or other terrain that is slow to traverse. Such terrain might have a starting count of 2, 3, 4, or even 5. A lengthy BPCs can have a dramatic effect on a battle. For instance, if a leader is commanding an army of heavy cavalry and facing an opposing army of longbowmen, he will want to get his heavy cavalry into melee range as soon as possible. However, if the battlefield is soft, swampy mud, it will take much longer for his cavalry to reach the enemy archers than if the battlefield is hard, dry ground.

The Judge may choose the starting count of the BPC based on his assessment of the terrain, or may roll 1d8 on the BPC Value table using the row appropriate to the terrain of the 6-mile hex where the battle is taking place. Increase the terrain minimum by 1 in conditions of heavy rain or snow to simulate muddy or snowy ground.

EXAMPLE: An English army with a BR of 18, consisting of 3 brigade-sized units of veteran longbowmen (BR 4 each) and 1 brigade-sized unit of heavy cavalry (BR 6 each), is drawn up in a grassy field. It is opposed by a French army with a BR of 23, consisting of 4 brigade-sized units of heavy infantry (BR 2 each), 2 brigade-size units of bowmen (BR 1.5 each), and 2 brigade-sized units of heavy cavalry (BR 6 each). The Judge rolls 1d8 on the BPC Value table and scores an 8 – so the starting count of the BPC is 2. In addition, there has been heavy rain, so the starting count of the BPC is increased by an additional point to 3. The French leader becomes concerned that this battle of "Agincourt" might be harder than the BRs otherwise suggest.

ASSESS TERRAIN ADVANTAGE

6-Mile Hex	Terrain Position Target Value	
Terrain Type	Advantageous	Highly Adv.
Clear or Grass	6+	10+
Barren	5+	9+
Desert	5+	9+
Hills	4+	7+
Scrub	4+	7+
Woods	4+	7+
Mountains	4+	6+
Jungle	4+	6+
Swamp	4+	6+

Next the Judge must determine the whether each army begins the battle occupying **regular terrain** (such as meadows or steppe), **advantageous terrain** (such as hills or ridgelines), or **highly advantageous terrain** (such as steep hills, entrenchments, or river banks). The Judge may make this determination based on his own judgment based on the pre-battle movement and decisions of the armies on his campaign map, if desired.

Alternatively, the Judge can determine terrain advantage randomly based on the terrain of the 6-mile hex where the battle is taking place and the Strategic Ability of the opposing leaders. Follow these steps:

1. The defending army's leader determines his **terrain advantage score** by rolling 1d6 and adding his Strategic Ability. The Judge then compares the score to the target values listed for the terrain type to determine if the leader's army occupies regular, advantageous, or highly advantageous terrain.

2. The attacking army's leader now determines his terrain advantage score by rolling 1d6 and adding his Strategic Ability. If his score exceeds that of the defending army's leader (from Step 1), then he can choose either to have his army occupy advantageous terrain, *or* to reduce the defending army's terrain advantage by one step (e.g. from highly advantageous to advantageous or from advantageous to regular). If his score is twice or more that of the defending army's leader, he can choose either to reduce the defending army's terrain advantage by two steps; to reduce the defending army's terrain by one step while occupying advantageous terrain with his own army; or to occupy highly advantageous terrain with his own army. An army cannot have its terrain advantage reduced below regular terrain (there is no "disadvantageous" terrain level).

EXAMPLE #1: Artashumara (Strategic Ability +4) is attacking Ysgre the Hate Mother (Strategic Ability +3) in the rocky deserts of the Waste (Desert terrain). Ysgre rolls a 4 on 1d6, so her terrain advantage score is 7. She has exceeded the 5+ target value required for advantageous terrain. Artashumara then rolls a 5 on 1d6, so his terrain advantage score is 9. His score exceeds Ysgre's score of 7, but does not double it. Therefore, Artashumara can choose to have his army begin the battle in advantageous terrain, or decide to reduce Ysgre's terrain advantage by one step, from advantageous to regular. He opts for the latter. When the battle begins, both armies occupy regular terrain.

EXAMPLE #2: Artashumara again attacks Ysgre, this time in the Meniri Mountains (Mountain terrain). Ysgre rolls a 1 on 1d6, so her terrain advantage score is 4, enough for her army to be in advantageous terrain. Artashumara then rolls a 6 on 1d6, so his terrain advantage score is 10! Since Artashumara has doubled Ysgre's score, he can choose to occupy highly advantageous terrain with his own army, or he can occupy advantageous terrain with his army while reducing Ysgre's terrain advantage by one step to regular terrain. He opts for the former. When the battle begins, Artashumara's army is in highly advantageous terrain and Ysgre's army is in advantageous terrain.

Both Armies on Offense: If both armies have an offensive strategic stance, there may not be a clear defender. Use the following guidelines to determine which is the defending army for purposes of terrain position.

1. If one of the two armies is surprised, it is the defending army.

2. If both armies are aware of each other, the army that arrived in the hex first is the defending army.

3. If both armies are aware of each other and both armies arrived in the hex simultaneously, then the smaller of the two is the defending army.

Surprise: If an army is surprised, its leader suffers a -2 bonus on his terrain advantage score, and the opposing army's leader gains a +2 bonus on his terrain advantage score.

DEPLOY TROOPS

Now that the battle phase minimum and terrain positions have been determined, it is time for the army leaders to deploy their units on the battlefield. Each unit can be deployed to either the **missile zone**, **skirmish zone**, **melee zone**, or **reserve zone**. (If

any heroes are participating in the battle, these must also be deployed at this time; see below.) Deployments are made in secret and revealed simultaneously.

Missile Zone: Units in the missile zone are positioned to engage in long-range fire against the enemy army. In order to be deployed or move into the missile zone, a unit must be:

1. Equipped with arbalests, crossbows, composite bows, long bows, or short bows; or
2. Made up of spellcasters capable of casting at least three offensive mass combat spells with a range of at least 120'; or
3. Made up of monsters with a special attack with a range of at least 120; or
4. Made up of flyers (if using ***D@W: Battles***, any FLY unit qualifies).

Skirmish Zone: Units in the skirmish zone are positioned in a loose cloud around and ahead of the main battle line. In order to be deployed or move into the skirmish zone, a unit must be:

1. Eligible to deploy in the missile zone; or
2. Light infantry equipped with slings, 3 or more javelins, or 5 or more darts; or
3. Light cavalry equipped with 3 or more javelins.

If using ***D@W: Battles***, any LF unit equipped with slings, javelins, or darts, or any LM unit equipped with javelins, can deploy in the skirmish zone.

Melee Zone: Units in the melee zone are positioned in the army's main battle line. Any unit can be deployed or move into, the melee zone.

Reserve Zone: Units in the reserve zone are positioned behind or to the side of the army's main battle line, from where they can reinforce successful penetrations, strengthen weak points, and fill gaps. Any unit can be deployed or move into the reserve zone.

If there are any questions as to whether a unit qualifies to deploy in a particular zone, the Judge is the final arbiter.

RESOLVING BATTLES

Once each army leader has deployed his units, the battle begins. To resolve the battle, the Judge should run a series of **battle turns** following the procedure below. Each battle turn represents approximately 10 minutes of game time. Each battle turn is divided into a series of phases, representing fighting occurring in various zones of the battlefield. Each phase represents approximately 1 minute of game time, or 6 melee rounds. 10 phases (of any type) make up one battle turn.

1. **Missile Phase.** The two armies engage each other at long range with missile weapons.
    a. *Set Battle Phase Countdown.* The BPC is set to its starting count based on terrain.
    b. *Determine Participating Units.* All units that are in the missile zone participate in the missile phase. Units participating in the phase are called **participating units**.
    c. *Calculate Battle Ratings.* Each army leader calculates his army's **battle rating** for this phase. An army's battle rating is equal to the sum of the battle rating of all units participating in this phase of the battle.
    d. *Make Heroic Forays.* Heroic PCs and NPCs in the missile zone may make **heroic forays** to influence the battle rating in favor of one army or the other. All heroes' heroic forays are revealed and resolved simultaneously. Lost units are then removed.
    e. *Determine Hits.* Each army leader simultaneously rolls a number of attack throws equal to his army's remaining battle rating. The target value for the attack throws is **18+**, modified by the **Attack Throw Modifiers** listed below. For each successful attack throw, one hit is scored.
    f. *Apply Casualties.* Each army leader tallies the hits scored against his army. Each army leader then removes participating units from his army with a combined battle rating equal to or greater than the total hits scored against his army. These units are defeated. If all of an army's participating units are defeated, any remaining hits are applied to units in the skirmish zone; if all of these units are defeated, remaining hits are applied to units in the melee zone and then to the reserve. Hits are applied simultaneously.

g. *Check Morale.* The Judge now checks to see whether either army has reached a **break point** and if so resolves **morale rolls**, as explained in **Ending Battles**. If, after resolving morale, all units of one army have routed or been destroyed, then the battle is over.

h. *Redeploy Troops.* Each army leader can move units from any zone into the reserve zone, and/or from the reserve zone into the missile zone. The maximum number of units that can be redeployed is equal to the leader's Leadership Ability. A unit may not be moved into and then out of the reserve zone in the same step. The opposing leaders make their redeployments in secret and reveal their decisions simultaneously.

i. *Advance, Hold, or Withdraw.* Each army must now either **advance**, **hold**, or **withdraw**. The opposing leaders decide in secret and reveal their decisions simultaneously. If an army is occupying **advantageous** or **highly advantageous terrain**, its leader *must* choose hold or the army loses the terrain.

   i. If both armies withdraw, increase the BPC by 2. If the BPC is now equal to or greater than twice the starting count, the battle ends in a draw. Neither army is allowed to pursue the other.

   ii. If one army withdraws and the other holds, increase the BPC by 1. If the BPC is now equal to or greater than twice the starting count, the battle ends. The army that withdrew is considered to have made a **voluntary withdrawal**. Otherwise, return to **step 1b** above and conduct another missile phase.

   iii. If both armies hold, then return to **step 1b** above and conduct another missile phase.

   iv. If both armies advance, reduce the BPC by 2. If the BPC is now zero or less, proceed to **step 2** to begin the **skirmish phase**. Otherwise, return to **step 1b** above and conduct another missile phase.

   v. If one army advances and the other army holds, reduce the BPC by 1. If the BPC is now zero or less, proceed to **step 2** to begin a skirmish phase. Otherwise return to **step 1b** above and conduct another missile phase.

   vi. If one army advances and the other army withdraws, the opposing leaders each calculate an **initiative score** by rolling 1d6 and adding their strategic ability. If the advancing army's leader wins, reduce the BPC by 1. If the BPC is now zero or less, proceed to **step 2** to begin a skirmish phase. If the withdrawing army's leader wins, increase the BPC by 1. If the BPC is now equal to or greater than twice the starting count, the battle ends. The army that withdrew is considered to have made a voluntary withdrawal. Otherwise, return to **step 1a** above and conduct another missile phase.

2. **Skirmish Phase.** Light infantry and cavalry deploy in loose skirmish lines to attempt to disrupt the enemy's approaching formations.

   a.. *Set Battle Phase Countdown.* The BPC is set to its starting count based on terrain.

   b. *Determine Participating Units.* All units that are in the skirmish zone participate in the skirmish phase. Units participating in the phase are called **participating units**.

   c. *Calculate Battle Ratings.* Each army leader calculates his army's **battle rating** for this phase, as above.

   d. *Make Heroic Forays.* Heroic PCs and NPCs may make **heroic forays**, as above.

   e. *Determine Hits.* Each army leader simultaneously rolls a number of attack throws equal to his army's remaining battle rating. The target value for the attack throws is **16+**, modified by the **Attack Throw Modifiers** listed below. For each successful attack throw, one hit is scored.

   f. *Apply Casualties.* Each army leader tallies the hits scored against his army. Each army leader then removes participating units from his army with a combined battle rating equal to or greater than the total hits scored against his army. These units are defeated. If all of an army's participating units are defeated, any remaining hits are applied to units in the melee zone; if all of these units are defeated, remaining hits are applied to units in the reserve. Hits are applied simultaneously.

g. *Check Morale.* The Judge now checks to see whether either army has reached a **break point** and if so resolves **morale rolls**, as explained in **Ending Battles**. If, after resolving morale, all units of one army have routed or been destroyed, then the battle is over.

h. *Redeploy Troops.* Each army leader can move units from any zone into the reserve zone, and/or from the reserve zone into the skirmish zone. The maximum number of units that can be redeployed is equal to the leader's Leadership Ability. A unit may not be moved into and then out of the reserve zone in the same step. The opposing leaders make their redeployments in secret and reveal their decisions simultaneously.

i. *Advance, Hold, or Withdraw.* Each army must now either **advance**, **hold**, or **fall back**. The opposing leaders decide in secret and reveal their decisions simultaneously. If an army is occupying **advantageous** or **highly advantageous terrain**, its leader *must* choose hold or the army loses the terrain.

   i. If both armies withdraw, increase the BPC by 2. If the BPC is now greater than the starting count, proceed to **step 1** to begin a missile phase. Otherwise, return to **step 2b** above and conduct another skirmish phase.

   ii. If one army withdraws and the other holds, increase the BPC by 1. If the BPC is now greater than the starting count, proceed to **step 1** to begin a missile phase. Otherwise, return to **step 2b** above and conduct another skirmish phase.

   iii. If both armies hold, then return to **step 2b** above and conduct another skirmish phase.

   iv. If both armies advance, reduce the BPC by 2. If the BPC is now zero or less, proceed to **step 3** to begin the **melee phase**. Otherwise, return to **step 2b** above and conduct another skirmish phase.

   v. If one army advances and the other army holds, reduce the BPC by 1. If the BPC is now zero or less, proceed to **step 3** to begin the **melee phase**. Otherwise, return to **step 2b** above and conduct another skirmish phase.

   vi. If one army advances and the other army withdraws, the opposing leaders each calculate an **initiative score** by rolling 1d6 and adding their strategic ability. If the advancing army's leader wins, reduce the BPC by 1. If the BPC is now zero or less, proceed to **step 3** to begin a melee phase. If the withdrawing army's leader wins, increase the BPC by 1. If the BPC is now greater than the starting count, proceed to **step 1** to begin a missile phase. Otherwise, return to **step 2b** above and conduct another skirmish phase.

3. **Melee Phase.** The main battle lines of the opposing armies clash in hand-to-hand combat.

   a. *Set Battle Phase Countdown.* The BPC is set to its starting count based on terrain.

   b. *Determine Participating Units.* All units that are in the melee zone participate in the melee phase. Units participating in the phase are called **participating units**.

   c. *Calculate Battle Ratings.* Each army leader calculates his army's **battle rating** for this phase, as above.

   d. *Make Heroic Forays.* Heroic PCs and NPCs may make **heroic forays**, as above.

   e. *Determine Hits.* Each army leader simultaneously rolls a number of attack throws equal to his army's remaining battle rating. The target value for the attack throws is **14+**, modified by the **Attack Throw Modifiers** listed below. For each successful attack throw, one hit is scored.

   f. *Apply Casualties.* Each army leader tallies the hits scored against his army. Each army leader then removes participating units from his army with a combined battle rating equal to or greater than the total hits scored against his army. These units are defeated. If all of an army's participating units are defeated, any remaining hits are applied to units in the reserve, then to units in the skirmish zone, then to units in the missile zone. Hits are applied simultaneously.

   g. *Check Morale.* The Judge now checks to see whether either army has reached a **break point** and if so resolves **morale rolls**, as explained in **Ending Battles**. If, after resolving morale, all units of one army have routed or been destroyed, then the battle is over.

h. *Redeploy Troops.* Each army leader can move units from any zone into the reserve zone, and/or from the reserve zone into the melee zone. The maximum number of units that can be redeployed is equal to the leader's Leadership Ability. A unit may not be moved into and then out of the reserve zone in the same step. The opposing leaders make their redeployments in secret and reveal their decisions simultaneously.

i. *Advance, Hold, or Fallback.* Each army must now either **advance**, **hold**, or **withdraw**. The opposing leaders decide in secret and reveal their decisions simultaneously. If an army is occupying **advantageous** or **highly advantageous terrain**, its leader *must* choose hold or the army loses the terrain.

   i. If both armies withdraw, increase the BPC by 2. If the BPC is now greater than the starting count, proceed to **step 2** to begin a skirmish phase. Otherwise, return to **step 3b** above and conduct another melee phase.

   ii. If one army withdraws and the other holds, increase the BPC by 1. If the BPC is now greater than the starting count, proceed to **step 2** to begin a skirmish phase. Otherwise, return to **step 3b** above and conduct another melee phase.

   iii. If both armies hold, then return to **step 3b** above and conduct another melee phase.

   iv. If both armies advance, reduce the BPC by 2. If the BPC is now zero or less, set the BPC to zero, then return to **step 3b** above and conduct another melee phase.

   vi. If one army advances and the other army holds, reduce the BPC by 1. If the BPC is now zero or less, set the BPC to zero, then return to **step 3b** above and conduct another melee phase.

   v. If one army advances and the other army withdraws, the opposing leaders each calculate an **initiative score** by rolling 1d6 and adding their strategic ability. If the advancing army's leader wins, reduce the BPC by 1. If the BPC is now zero or less, set the BPC to zero and then return to **step 3b** above and conduct another melee phase. If the withdrawing army's leader wins, increase the BPC by 1. If the BPC is now greater than the starting count, proceed to **step 2** to begin a skirmish phase. Otherwise, return to **step 3b** above and conduct another melee phase.

A battle ends when all of the units of one army have voluntarily withdrawn, routed, and/or been destroyed. See **Ending Battles**. When the battle ends, the losing army must **retreat**. The winning army may **pursue** the defeated army. After pursuit, **casualties** are calculated. The winning army then seizes the **spoils of war**. See the **Aftermath of Battles**.

ADVANTAGEOUS TERRAIN

Occupying a hill, ridgeline, river bank, or other advantageous terrain can make an army very hard to defeat. Attack throws against units in advantageous terrain suffer a penalty of -1 to -4, depending on the terrain and the phase of the battle (shown below under **Attack Throw Modifiers**).

EXAMPLE: Moruvai's army is attacking a defending army positioned on a river bank, which is highly advantageous terrain. Moruvai's army will suffer a -2 to attack throws in the missile phase, -3 in the skirmish phase, and -4 in the melee phase.

However, an army cannot simultaneously maintain a position on advantageous terrain while also closing with an enemy which prefers to stay at long range, nor can an army occupy terrain while avoiding an enemy which prefers to charge closer – the army has to stay where the terrain is! If an army ever advances or withdraws during any phase of the battle, it immediately loses its terrain advantage. (The opposing army cannot gain occupancy of the advantageous terrain, nor can advantageous terrain be regained later. Judges seeking that much tactical detail should play ***Domains at War: Battles***!)

EXAMPLE: Moruvai's army consists of 20 units of goblin bowmen (BR 0.5), 4 units of goblin wolf riders (BR 6.5 each), and 5 units of ogre light infantry (BR 4 each). The defending army holding the river bank consists of 10 units of heavy infantry. In the first missile phase of the first battle turn, the 20 goblin bowmen (attack throw 20+) kill 1 unit of heavy infantry. Despite having a -2 penalty to its attack throws, Moruvai's army will certainly destroy the defending army if the battle never progresses past the missile phase.

ATTACK THROW MODIFIERS

During a battle, each unit's attack throws are modified by the following factors, depending on phase:

Attack Throw Modifiers	Missile	Skirmish	Melee
Lieutenant leading unit	0	+1	+2
Opposing army surprised (first three battle phases only)	+1	+2	+4
Opposing army occupies advantageous terrain (hill, ridgeline)*	-1	-2	-3
Opposing army occupies highly advantageous terrain (cliffs, river bank)*	-2	-3	-4
*An army that escalates loses advantageous terrain benefits.			

BATTLE RATINGS

A unit's **battle rating (BR)** is a measure of its value on the battlefield. The **Unit Characteristics Summaries** and **Exotic Creatures Roster** in ***D@W: Campaigns*** have battle ratings for hundreds of unit types.

EXAMPLE: Moruvai has an army consisting of 20 units of 120 goblin bowmen (BR 0.5 each), 4 units of 60 goblin wolf riders (BR 6.5 each), and 5 units of 60 ogre light infantry (BR 4 each). If all of Moruvai's army were participating in a particular phase of a battle, its battle rating would be [(20 x 0.5) + (4 x 6.5) + (5 x 4)] 56.

The battle ratings are for company-sized units. If one army has units at a larger scale than the other, increase the larger units' BR proportionately or split them into smaller units. See **Organization and Command in Very Small or Very Large Armies** in ***D@W: Campaigns*** p. 22.

EXAMPLE: Among the forces facing Moruvai's army are a battalion-sized unit of 480 elven longbowmen. Since a company-sized unit of 120 elven longbowmen has BR 7, a battalion-sized unit of 480 elven longbowmen would have BR 28. Alternatively, the elven longbow battalion could be split into four company-sized units of 120 troops, each with BR 7.

If both armies are organized into small- or large-scale units of the same size, use the BRs at the standard value. This allows you to quickly fight very large battles with the standard BR values.

EXAMPLE #1: A large dwarven army (6 brigade-sized units of 1,080 heavy infantry) is battling a huge goblin army (18 brigade-sized units of 1,080 bowmen). Rather than scale BR upward by a factor of 16, the Judge simply assigns the standard BR value to the larger units. Therefore the dwarven army has 6 units with a battle rating of 3 each while the goblin army has 18 units with a battle rating of 0.5 each.

EXAMPLE #2: A caravan of nomads (4 platoon-sized units of horse archers) are facing a village of goblins (7 platoon-sized units of goblin light infantry). The Judge assigns the standard BR value to the smaller units. Therefore the nomad "army" has 4 units with a BR of 5 each, while the goblin army has 7 units with a battle rating of 0.5 each.

Strategic Ability: A commander of great **strategic ability** increases the BR of the units in his division. At strategic ability +3 or better, each unit's BR is increased by 0.5. At strategic ability +6 or better, each unit's BR is increased by 1.0.

EXAMPLE: 4 units of longbowmen are led by a captain with strategic ability +3. Their total battle rating is (4) x (3 + 0.5) 14.

Overwhelmed Commanders: Commanders can only effectively command a number of units equal to their **leadership ability** (p. XX). If the number of units in a commander's division exceeds the commander's leadership ability, the BR rating of each unit in excess is halved.

EXAMPLE: 8 units of light infantry are led by a commander with a leadership rating of 4. The division's battle rating is (4 x 1) + (4 x 0.5) 6. If the commander had a leadership rating of 8, his division's battle rating would be (8 x 1) 8.

SURPRISE

In certain strategic situations (e.g. ambush, envelopment, deep envelopment, and rear guard envelopment), one army will have surprised the other. The effect of surprise on terrain advantage has already been noted. Surprise has two other effects on battle resolution:

1. A surprised army may not make any attack throws during the first three phases of the battle.
2. Units attacking the surprised army gain a +1 to +4 bonus, depending on phase, on attack throws during the first three phases of the battle. See the Attack Throws Modifier table.

Heroes may still make a heroic foray even if their army is surprised. See **Heroes in Battle**, below.

HEROES IN BATTLE

Great warriors, powerful wizards, and monstrous creatures can influence the outcome of battles far more than lesser mortals. In the *Revised Battle System* the activities of heroes are resolved by "zooming in" on a particular fight between the heroes and their foes, called a **heroic foray**.

QUALIFYING HEROES

To qualify as a hero, a PC, NPC, or monster must be present at the battlefield and meet one of the following criteria:

» The character is a PC (i.e. all player characters can act as heroes); or

» The character is a monster possessing at least nine Hit Dice; or

» The character is an NPC with at least seven levels of experience; or

» The character is the henchman of a qualifying hero, and has at least four levels of experience.

EXAMPLE: Several PCs and NPCs are present at a battle: Marcus (9th level PC fighter) and his henchman Peristo (6th level fighter); Zeodarë (7th level PC bladedancer) and her henchman Sera (3rd level thief); and Theon (6th level NPC Paladin) and his henchman Jonus (4th level paladin).

Marcus and Zeodarë both qualify as heroes because they are PCs. Peristo qualifies as a hero because he is the henchman of a qualifying hero and has at least four levels of experience, but Sera does not qualify because she is too low level. Theon does not qualify as a hero because as an NPC he needs at least seven levels of experience, and he only has six. His henchman Jonus does not qualify because Theon didn't qualify. If Jonus were Marcus' or Zeodare's henchman, he would qualify as a hero.

In platoon-scale battles, decrease the level or HD requirements by two. In battalion-scale battles, increase the level or HD requirements by two. In brigade-scale battles, increase them by four. (And remember: Just because PCs *can* act as heroes, doesn't mean they should!)

EXAMPLE: If the battle above were at platoon scale, NPCs would qualify with five levels of experience, and henchmen of qualifying heroes would qualify with two levels of experience. Therefore Sera, Theon, and Jonus would all qualify as heroes.

HEROIC FORAYS

BR Staked	Hero is ...
0	Entering the foray
0.5	Leading from the front
1	Heroically charging into battle
1.5	Attacking in front of the vanguard
2	Cutting a swath of glory
2.5	Carving his name into the epics
3	Seeking glorious death!

In the *Revised Battle System*, the activities of heroes can be resolved by "zooming in" on a **heroic foray**. A heroic foray is a fight between participating heroes and a selection of foes drawn from the opposing army. There is an opportunity for a heroic foray to occur during **step d** of each phase of each battle turn. All heroes may fight in the same foray, or they may fight in separate forays, depending on the disposition of the heroes on the battlefield (Judge's discretion).

To foray, a hero **stakes** between 0 and 3 points of battle rating. The amount of BR staked represents the risk the hero is taking at the point in the battle. Each hero chooses how many points of battle rating he will stake. The total amount of BR staked by all the heroes in the foray will determine how many foes the heroes face.

EXAMPLE: During step c of the melee phase, Marcus and Peristo decide to foray against Moruvai's army. Marcus audaciously stakes 2 point of BR, while Peristo, more cautious by nature, stakes 1 point. They will collectively face 3 BR worth of foes.

The Judge should select foes for the foray from among the units of the opposing army participating in the current phase of the battle turn. Foes enter the foray in 1-4 separate groups. The Judge should allocate foes to the groups however he deems appropriate, but each group should be approximately equal in size. If desired, the Judge may have the heroes face partial units, reducing both BR and number of creatures proportionately.

EXAMPLE: The Judge selects 3 BR worth of foes. He had previously decided that 4 units of 60 wolf riders and 5 units of 60 ogres from Moruvai's army would be participating in this phase of the battle. A unit of 60 wolf riders has 6.5 BR, so the Judge confronts Marcus and Peristo with 45% of that number - 27 wolf riders, equal to BR 3. The Judge divides the wolf riders into three groups of 9 wolf riders each.

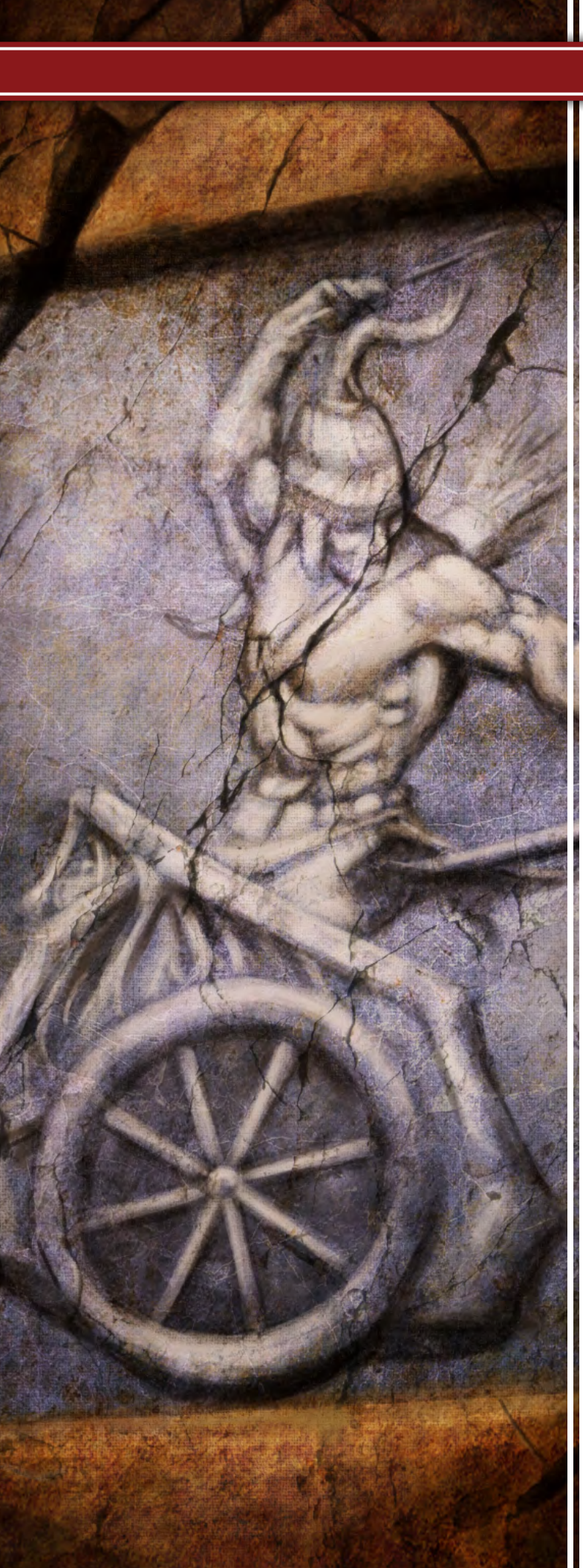
Battlefield Encounter Distance (yards)

Terrain	Missile	Skirmish	Melee
Badlands or Hills	2d6x10	2d6x5	1d6x5
Desert or Plains	4d6x10	2d6x10	2d6x5
Fields, Fallow	4d6x10	2d6x10	2d6x5
Fields, Ripe	5d10	3d8	2d6
Fields, Wild	3d6x5	5d10	3d8
Forest, Heavy or Jungle	5d4	2d6	1d6
Forest, Light	5d8	5d4	2d6
Marsh	8d10	4d10	2d10
Mountains	4d6x10	2d6x10	2d6x5

When the foray begins, consult the Battlefield Encounter Distance table and cross-reference the phase of the battle with the type of terrain to determine how many yards separate the heroes and their foes. Roll separately for each group.

EXAMPLE: The Judge consults the Battlefield Encounter Distance table for each group. The heroic foray is taking place during the melee phase and the battle is being fought on the plains of Southern Argollë. Cross-referencing the terrain type and the battle phase, he determines that each group will begin 2d6x5 yards distant from the heroes. Rolling for the first group of 4 wolf riders, the Judge gets a 9; the first group is 45 yards away from the heroes. Rolling for the second group of wolf riders, the Judge gets a 10; the second group is 50 yards away from the heroes. Rolling for the third group of wolf riders, the Judge gets a 3; the third group is 15 yards away.

The foray between the heroes and their foes should be resolved using the standard combat rules of ***ACKS*** (initiative, morale, etc.). The participating heroes may use any desired spells, magic items, or other powers they wish. The heroes may leave the foray by using Defensive Movement, but may not re-enter the same foray thereafter. The foray ends when all of the heroes or foes have been defeated, or when a total of six combat rounds have elapsed. Foes who voluntarily withdraw or who fail morale rolls and flee are considered defeated.



When the foray ends, the opposing army loses units with a combined battle rating equal to the total BR of foes defeated in the foray.

EXAMPLE: Marcus and Peristo kill half the goblin wolf riders, and the remaining goblins fail their morale rolls and flee. All of the foes are defeated, so the foray is over. The heroes defeated foes with a combined BR of 3, so the Judge must removes 3 BR worth of units from the goblin army.

HEROES VERSUS HEROES

If there are heroes present in both armies, they will often end up foraying during the same battle turn. In this case, the heroes of each army might face each other in the foray. The highest total BR staked by either side is used. The heroes from each army will be supported by the staked BR worth of allies drawn from their army.

EXAMPLE: Next battle turn, Marcus and Peristo foray again, putting 1 BR each (2 BR total) at stake. Simultaneously, Moruvai, a 12th level ruinguard, also forays, and puts 3 BR at stake. The highest stake risked by either side is used, so 3 BR are at stake. Marcus and Peristo will face Moruvai in the foray. Each side will be supported by 3 BR worth of allies from their own army.

Who Dares, Wins: If one side's heroes staked a higher total of BR than the other, all NPC troops on that side gain a +2 bonus to morale rolls during the foray.

EXAMPLE: Moruvai staked 3 BR while Marcus and Peristo collectively staked only 2 BR. Therefore, Moruvai's allies will gain a +2 bonus to their morale rolls during the foray.

A foray with heroes on both sides ends when all of the heroes and creatures on one side have been defeated, or when six combat rounds have elapsed. Each side loses units with a combined battle rating equal to the total BR their side lost in the foray.

EXAMPLE: After a fierce fight, with many losses on both sides, Moruvai withdraws. He has lost 6 goblin bow units (0.5 BR each) in the fighting. Marcus and Peristo are victorious, though their side has lost 1 heavy infantry unit (2 BR). Moruvai's army loses 3 BR worth of units, and Marcus's army loses 2 BR.

UNOPPOSED FORAYS

If heroes foray and there are no units of the opposing army participating in the current phase of the battle turn for them to fight, their foray is **unopposed**. An unopposed foray is treated as occurring against the units in the next zone. For instance, an unopposed foray in the missile phase is treated as a foray in the skirmish phase. If an unopposed foray occurs in the melee phase, the heroes may choose to fight units in any zone.

LULLS IN THE FIGHTING

In between each battle turn, there is a **lull in the fighting** during which PC and NPC heroes can treat injured comrades, use magical healing, or take other actions to prepare themselves for the next battle turn. If heroes from either army make any attacks or cast any spells affecting the opposing army, however, this immediately interrupts the lull and begins another battle turn. If not interrupted, the lull will last for 1 turn (10 minutes).

ENDING BATTLES

A battle ends when all of the units of one army have voluntarily withdrawn, routed, and/or been destroyed.

ANNIHILATION

A battle immediately ends if all of the units of either army are destroyed. Such an outcome is rare unless the army's leader has a very high morale modifier. In most cases, a battle will end from voluntary withdrawal or rout long before this occurs.

VOLUNTARY WITHDRAWAL

A battle immediately ends if either of the armies **voluntarily withdraws**. Armies which suffer a morale collapse are very vulnerable to pursuit, so a wise leader will conduct a voluntary withdrawal before this occurs.

MORALE COLLAPSE

Armies do not, as a rule, fight to the last man (or elf, or orc). Instead they suffer a gradual loss of morale, becoming increasingly disordered as casualties mount, until eventually the army is swept away in a rout. These effects are simulated with **morale rolls**.

During the Morale Phase, every unit in an army must make a morale roll if:

» One or more units in the army were destroyed during the preceding combat round; and

» The total number of units destroyed in the battle thus far is equal to or greater than the army's **break point**. An army's break point is always 1/3 of the army's starting number of units, rounded up.

EXAMPLE: Marcus began the battle with an army of 12 units. The army's break point is (1/3 x 12) 4. During the preceding battle turn, Marcus's army lost its fourth unit. Since at least one unit was destroyed during the preceding battle turn, and the total number of units destroyed (4) is equal to or greater than the army's break point, every unit in Marcus's army must make a morale roll.

MORALE ROLLS

To make a morale roll, the unit's commander rolls 2d6, adds the unit's morale score, and consults the Unit Morale table. The die roll should be modified based on the army and unit modifiers listed on the Morale Roll Modifiers table below.

Unit Morale

Adjusted Die Roll	Result
2-	Rout
3-5	Flee
6-8	Waver
9-11	Stand Firm
12+	Rally

Rout: The unit immediately routs off the battlefield. It will play no further part in the battle, and counts as destroyed for battle resolution purposes.

Flee: The unit retreats in disorder. It may not attack next battle turn. If the battle ends before the unit can attack again, it counts as routed.

Waver: The unit's morale is wavering. Its BR is halved when attacking next battle turn.

Stand Firm: The unit remains steady. No effect.

Rally: The unit rallies under the pressure of battle. Its BR is increased by half when attacking next battle turn.

EXAMPLE: Since a unit was destroyed during the preceding battle turn, and the total number of units destroyed is equal to or greater than his army's break point, every unit in Marcus's army must make a morale roll.

Marcus's morale modifier is a confident +5. His army gains a bonus of ½ that, or +3. His army has lost 1/3 of its starting BR worth of units, which imposes no modifier. However, his army has lost more BR of units than the opposing army, which

imposes a -2 penalty. The total army modifier is therefore +1.

The first unit is a unit of heavy infantry (morale score 0). Marcus rolls 2d6 and gets a 6, modified to a 7. The unit is wavering. Its BR will be halved from 2 to 1 when attacking next turn.

Morale Roll Modifiers	Modifier
Army Modifiers (apply to all units)	
Army leader present on battlefield	+ ½ Morale Modifier (round up)
Army has lost 1/2 or more of its starting BR, but less than 2/3	-2
Army has lost 2/3 or more of its starting BR	-5
Army has destroyed more BR of units than opposing army	+2
Army has lost more BR of units than opposing army	-2
Army cannot retreat (surrounded, trapped, etc.)	+2
Army defending homeland / sacred ground	Judge's Discretion
Unit Modifiers	
Commander attached to unit	+ Morale Modifier
Unit is wavering	-2
Unit is fleeing	-5

The army's general determines the order in which his units will make morale rolls. The effects of each morale roll are resolved before rolling for the next unit. It is possible for the results of earlier morale rolls to impact those of later rolls, causing a cascade of flight off the battlefield.

AFTERMATH OF BATTLES

When a battle ends, the defeated army immediately **retreats**. The victorious army has the opportunity to **pursue** the defeated army. (If both armies simultaneously withdraw, neither has the opportunity to pursue the other.) After pursuit is resolved, each army determines **casualties** and gathers the **spoils of war**. Finally, each army calculates **experience points** for its leaders, heroes, and troops.

RETREAT

After a battle, the defeated army must retreat. A retreating army generally retreats 1 6-mile hex along its line of supply. If there is a friendly stronghold or urban settlement in the same 6-mile hex, the army may retreat into the stronghold or settlement. The victorious army might then begin a **siege**, as described in ***Domains At War: Campaigns*** Chapter 5.

If an army's line of supply is occupied by enemy troops, the army may choose to retreat into an adjacent empty hex (risking loss of supply), or it may retreat along its line of supply (risking a second battle with enemy troops, if they detect the retreating army).

PURSUIT

As the defeated army retreats, the victorious army is eligible to **pursue**. Pursuit is handled with a series of **pursuit throws**. The victorious army receives one pursuit throw per **eligible** pursuing unit. Pursuing occurs within the same 6-mile hex that the battle took place in. The pursuing army does not follow the retreating army into its new hex.

Pursuit Eligibility: Determine which units from the victorious army are eligible to pursue as follows:

1. Did the defeated army end the battle without any cavalry or flyer units (e.g. all such units were routed or destroyed)? If yes, then *all* units in the victorious army are eligible to pursue.

2. In all other cases, only cavalry units in the victorious army are eligible to pursue.

EXAMPLE #1: A battle between Army A and Army B ended when all of Army B's units were destroyed or routed. Army A had eight heavy infantry and four light cavalry units remaining when the battle ended. Army B had two light cavalry and four light infantry remaining, but all routed. Because Army B ended the battle with all of its cavalry units routed, Army A is eligible to pursue with all of its units.

EXAMPLE #2: A battle between Army A and Army B ended when Army B voluntarily withdrew from the battle. Army A had eight heavy infantry and four light cavalry units remaining when the battle ended. Army B had two light cavalry and four light infantry remaining, all of which voluntarily retreated. Because Army B still has unrouted cavalry units in its army, Army A is eligible to pursue with *only* its four light cavalry.

Pursuing Unit	Pursuit Throw
Light Cavalry or Flyer	11+
Other Cavalry	14+
Light Infantry	14+
Other Infantry	18+

Pursuit Throws: For each eligible pursuing unit, the victorious army's commander makes a pursuit throw against the appropriate value from the table below. Add +4 to the pursuit throw if all of the defeated army's cavalry or flyer units were destroyed or routed. Each successful throw eliminates one enemy unit. If the defeated army ended the battle without any cavalry or flyer units, the victorious army commander may choose which unit(s) are eliminated. Otherwise the defeated army's general may choose which unit(s) are eliminated.

EXAMPLE: Army B routed off the battlefield. Army A is pursuing with four light cavalry units. A's commander makes four pursuit throws against 11+. He rolls a modified 6, 9, 12 and a 16, so two units of Army B are eliminated. Since all of Army B's cavalry units were destroyed or routed, Army A's general chooses which units are eliminated. He elects to destroy both of B's light cavalry.

Pursuit against Evading Armies: As explained in **Strategic Situations** in ***Domains At War: Campaigns*** Chapter 5, p. 67, , certain battles (rear guard actions, rear guard envelopments, and skirmishes) involve offensive armies fighting evading armies. The longer it takes to defeat an evading army, the harder it is for the offensive army to pursue. Each battle turn imposes a cumulative -1 penalty to subsequent pursuit throws against a defeated evading army. A natural roll of 20 always eliminates a unit, regardless of any modifiers.

EXAMPLE: Army A confronts Army B in a rear guard action. After six battle turns, Army B's rear guard units have all been defeated. Army A is now eligible to pursue Army B but all its pursuing units suffer a -6 penalty to their pursuit throws.

CASUALTIES

After pursuit, each army's leader will determine his army's casualties, using the following rules.

Destroyed Units: For each unit that was destroyed, 50% of its troops (rounded up) are crippled or dead, while the other 50% (rounded down) are lightly wounded. The victorious army's wounded troops return to their unit in one week. The defeated army's wounded troops become prisoners.

EXAMPLE: An army containing a unit of 120 orcs was destroyed. 60 of the orcs are crippled or dead, while 60 are lightly wounded. If the orc's army won the battle, it will recover its wounded; it will be able to field a unit of 60 orcs in one week. If the orc's army lost the battle, the wounded orcs become prisoners of the victorious army.

Routed Units: For each unit that was routed, 25% of its troops (rounded up) are crippled or dead, while another 25% (rounded up) are lightly wounded. 50% of the victorious army's routed, wounded troops are lost to desertion (round up); the rest return to the unit in one week. 50% of a defeated army's routed, wounded troops become prisoners of the victorious army (round up); the other wound troops are lots to desertion.

EXAMPLE: A unit of 120 orcs routed. 30 troops are crippled or dead, while another 30 are lightly wounded. If the orc's army won the battle, 15 of the wounded troops are lost to desertion, reducing the unit to 75 orcs. If the orc's army lost the battle, 15 of the wounded troops become prisoners of the victorious army and the other 15 are lost to desertion. The unit is reduced to 60 orcs.

Half-strength units may be consolidated to form a smaller number of full-strength units, if desired.

SPOILS OF WAR

Historically, most soldiers fought for the **spoils of war**. Those spoils could come in the form of booty from a pillaged city, food, wine and women from plundered cities, land captured in combat, or ransoms from captured nobility, but it was ultimately the prospect of economic gains that motivated ancient and medieval fighters. It was the nobility and leadership that were most motivated by the prospect of glory and renown from winning battles. To reflect this, ***Domains at War*** rewards leaders and heroes for the army's valor at arms, while the common soldiers are rewarded only for their personal material gain.

The spoils of war from a victorious battle are equal to one month's wages of each destroyed or routed unit. In addition, each prisoner captured is worth 40gp if sold as a slave or ransomed. (Higher level NPCs, monsters, and similar creatures can be ransomed for greater sums, at the Judge's discretion.) If kept, prisoners can be used as **construction workers** (***Domains At War:Campaigns*** p. 50).

EXAMPLE: In a great battle, an army has destroyed or routed 7 units of 60 heavy cavalry (60gp/month per troop) and 10 units of 120 heavy infantry (12gp/month per troop). From the defeated units, the victorious army captured and ransomed 550 prisoners. The spoils for defeating the heavy cavalry are (7 x 60 x 60) 25,200gp. The spoils for defeating the heavy infantry are (10 x 120 x 12) 14,400gp. The spoils from ransoming the prisoners are (550 x 40) 22,000gp. The total spoils are 61,600gp.

Remember that casualties and prisoners can be consumed as supplies by **carnivorous units** (***Domains At War: Campaigns*** p. 57).

Experience Points from Spoils: Each participant (whether a commander, a hero, or a creature in a unit) earns 1 XP for each gold piece he collects from the spoils of war. Troops will expect that at least 50% of any spoils captured will be shared on a pro rata basis in relation to their wages. If this does not occur, the Judge should make a loyalty roll for any unpaid troops.

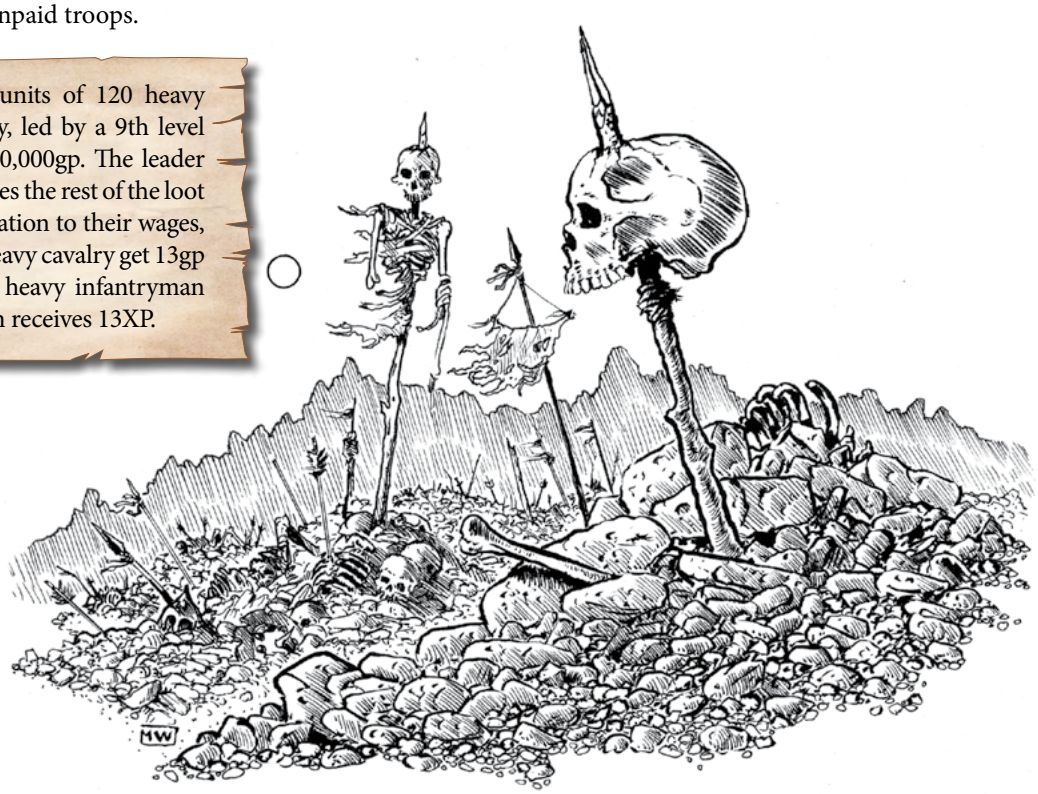
EXAMPLE: An army consisting of 8 units of 120 heavy infantry and 8 units of 60 heavy cavalry, led by a 9th level fighter, has gathered battle loot worth 10,000gp. The leader claims half (5,000gp) for himself and shares the rest of the loot among the men on a pro rata basis in relation to their wages, so that heavy infantry get 3gp each and heavy cavalry get 13gp each. The General earns 5,000XP, each heavy infantryman receives 3 XP and each heavy cavalryman receives 13XP.

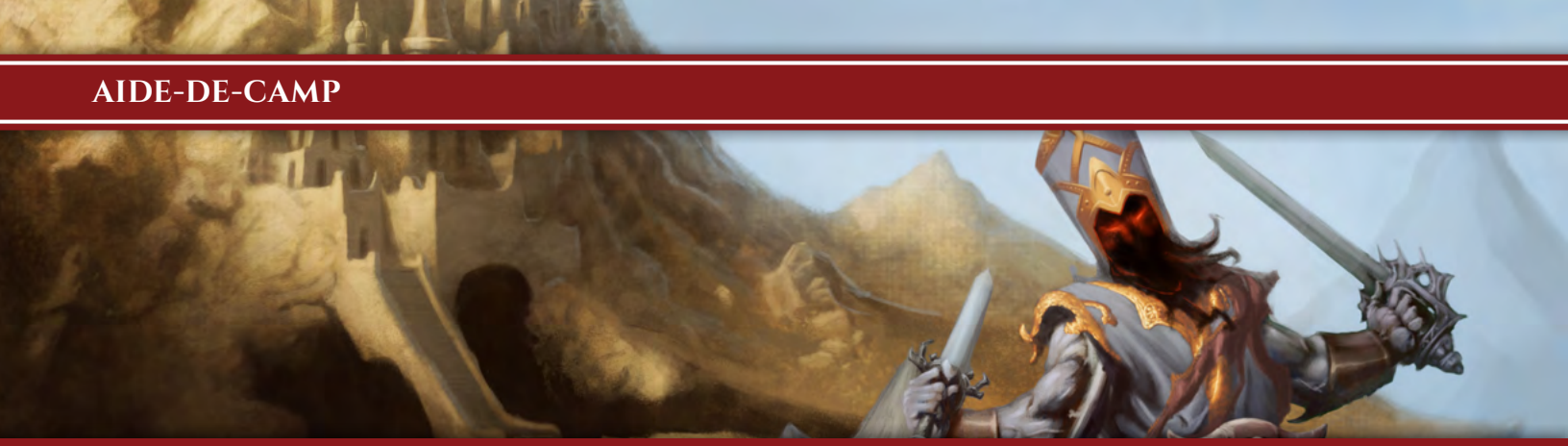
For ease of play, troops' XP can be tracked on a unit-by-unit basis. 0th level characters can be advanced to 1st level as per the rules in ***ACKS*** under **0th Level Characters and Experience from Adventuring** (p. 115). In general, it requires 100 XP for a 0th level character to become a 1st level fighter.

Experience Points from Combat: The army's commanders earn XP equal to the value of enemy units defeated, less the value of friendly units defeated. 50% of the XP goes to the army's leader, while the remaining XP is divided proportionately among the commanders based on the number of units each commander led. (This is why ambitious commanders always demand to lead more troops!)

EXAMPLE: An army of 10 100-man units (10XP per man equals 1,000XP per unit) defeats 12 units of 100 orcs (10XP per orc equals 1,000 XP per unit) while losing 3 units itself. The overall leader and three commanders of the army will split [(12 x 1,000) - (3 x 1,000)] 9,000xp. The leader receives 4,500XP. The first commander had 5 units, the second had 3 units, and the third had 2 units, so the commanders receive 2,250XP; 1,350XP; and 900XP respectively.

Characters also earn XP for the creatures they personally defeated. Troops organized in units (i.e. non-heroes) do not earn XP from fighting, only from spoils of war.





AIDE-DE-CAMP

PRINTABLE PLAY AIDS FOR THE REVISED BATTLES SYSTEM

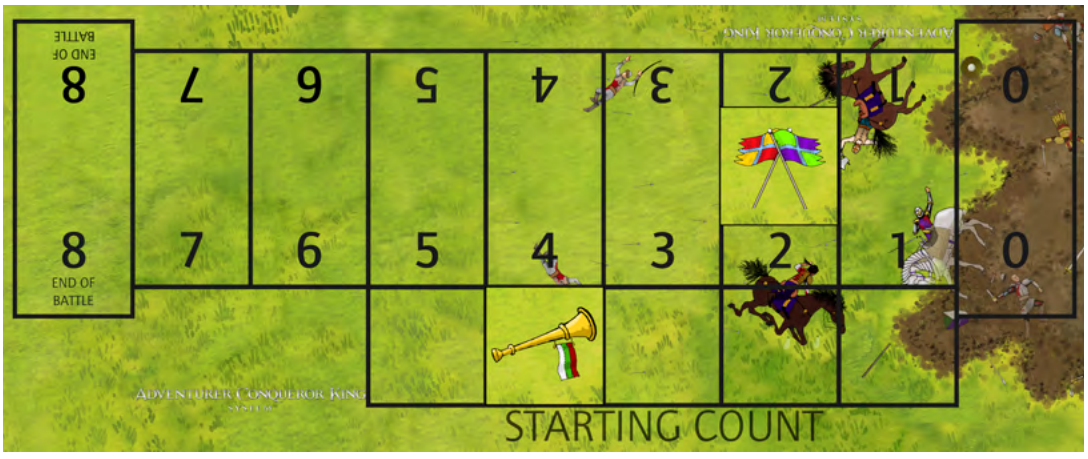
Included in this revised system are several play aids designed to enrich the experience of running battles with this revised ruleset. These aids assume the use of either the unit counters included as part of *Domains At War: Complete* or *Domains At War: Troops And Terrain*, or representative counters or figurines at almost any scale. (***Domains At War: Battles*** recommends 15mm or 25mm scale miniatures). The included aids may best be printed on common cardstock for durability over multiple sessions.

BPC TRACK

The BPC Track provides a visual method for tracking the pace and state of the battle. Included with the Track are two tokens; the Starting Count token (an upraised bugle) and the Phase Count token (battle standards, combatant). The Starting Count token is placed on the Starting Count track area to indicate the phase in which the battle started. The Phase Count token is moved to the current count at the end of each phase, once competing phase orders are resolved.

PHASE ORDER CARDS

The six Phase Order cards, one of each for the two clashing armies, are included to aid the simultaneous revealing of the combatant's phase orders – Advance, Hold, or Withdraw. The players may pick these cards in secret, laying them face down to reveal on cue or playing them face up simultaneously.



DEPLOYMENT BATTLEMAT

The Deployment Battlemat is presented in three individual sheets, each split into the four deployment zones referenced in these rules. Two of the sheets are left and right "end pieces". The central sheet is designed to be printed multiple times, and will tile infinitely in the horizontal direction with itself and the end pieces. Each sheet will comfortably hold 12-16 units, each zone holding 4-6 units. The Reserve zone is slightly smaller, holding 3-5 units. Both armies should have their own deployment battlemat.

The number of sheets required depends on the size of the opposing armies, the size of the troop counters, and the preferences of the players and Judge. Using the ***Domains At War*** troop counters, the basic Peril at the Fangs scenario, with 12-16 units per side, may fit on a single sheet; or comfortably fit two sheets. The advanced Battle of Zidium scenario, with 22 units per side, would benefit from two or three sheets. It may be helpful in play to organize the units on the battlemat according to their divisions; and for divisions of 6 or more units, one sheet per division or per two divisions is recommended.

ORDER OF BATTLE

Army	General	Morale Modifier	Field Morale Modifier	Leadership Ability	Strategic Ability

Lieutenants	Unit	MM	LA	SA
L1				
L2				
L3				
L4				
L5				
L6				

Lieutenants	Unit	MM	LA	SA
L7				
L8				
L9				
L10				
L11				
L12				

Lieutenants	Unit	MM	LA	SA
L13				
L14				
L15				
L16				
L17				
L18				

Division D1
Commander
MM LA SA

	Lt.	Battle Rating	Morale Level	Current Morale Status	Effective Battle Rating
U1					
U2					
U3					
U4					
U5					
U6					
U7					
U8					

Division D2
Commander
MM LA SA

	Lt.	Battle Rating	Morale Level	Current Morale Status	Effective Battle Rating
U1					
U2					
U3					
U4					
U5					
U6					
U7					
U8					

Division D3
Commander
MM LA SA

	Lt.	Battle Rating	Morale Level	Current Morale Status	Effective Battle Rating
U1					
U2					
U3					
U4					
U5					
U6					
U7					
U8					

Division D4
Commander
MM LA SA

	Lt.	Battle Rating	Morale Level	Current Morale Status	Effective Battle Rating
U1					
U2					
U3					
U4					
U5					
U6					
U7					
U8					

Division D5
Commander
MM LA SA

	Lt.	Battle Rating	Morale Level	Current Morale Status	Effective Battle Rating
U1					
U2					
U3					
U4					
U5					
U6					
U7					
U8					

Division D6
Commander
MM LA SA

	Lt.	Battle Rating	Morale Level	Current Morale Status	Effective Battle Rating
U1					
U2					
U3					
U4					
U5					
U6					
U7					
U8					

Division D7
Commander
MM LA SA

	Lt.	Battle Rating	Morale Level	Current Morale Status	Effective Battle Rating
U1					
U2					
U3					
U4					
U5					
U6					
U7					
U8					

Division D8
Commander
MM LA SA

	Lt.	Battle Rating	Morale Level	Current Morale Status	Effective Battle Rating
U1					
U2					
U3					
U4					
U5					
U6					
U7					
U8					

Attack Throws & Modifiers By Phase

	Missile	Skirmish	Melee
Base Attack Throw	18+	16+	14+
Lieutenant leading unit	0	+1	+2
Opposing army surprised (first three phases only)	+1	+2	+4
Opposing army occupies advantageous terrain (hill, ridgeline)*	-1	-2	-3
Opposing army occupies highly advantageous terrain (cliffs, riverbank)*	-2	-3	-4

* An army that escalates loses all advantageous terrain bonuses

Morale Phase Triggers

- One or more units in the army were destroyed during the preceding combat round, AND
- The total number of units destroyed in battle thus far is equal to or greater than the army's break point. An army's break point is always 1/3 of the army's starting number of units, rounded up.

Unit Morale

Adjusted Die Roll	Result	
2-	Rout	The unit routs off the battlefield. It counts as destroyed for battle resolution purposes.
3-5	Flee	The unit is disordered, and may not attack next battle turn. If the battle ends before it can attack again, it counts as routed.
6-8	Waver	The unit's BR is halved when attacking next battle turn.
9-11	Stand Firm	No effect.
12+	Rally	The unit's BR is increased by half when attacking next battle turn.

Morale Roll Modifiers

Army Modifiers (apply to all units)	Modifier
Army leader present on battlefield	+1/2 Morale Modifier (round up)
Army has lost 1/2 or more of its starting BR, but less than 2/3	-2
Army has lost 2/3 or more of its starting BR	-5
Army has destroyed more BR of units than opposing army	+2
Army has lost more BR of units than opposing army	-2
Army cannot retreat (surrounded, trapped, etc.)	+2
Army defending homeland/sacred ground	Judge's Discretion

Unit Modifiers	
Commander attached to unit	+ Morale Modifier
Unit is wavering	-2
Unit is fleeing	-5

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Army cannot retreat (surrounded, trapped, etc.)	+2
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Unit Modifiers	
Commander attached to unit	+ Morale Modifier
Unit is wavering	-2
Unit is fleeing	-5

RECORD OF BATTLE

Name	Location	Hex	Terrain Type

Army	Army's Strategic Stance	Opposing Army	Opposing Army Stance

General	Army is...	Opposing General	Opposing Army BR
	Attacking ⬡ Defending ⬡ Surprised ⬡		

Starting Terrain Position	Terrain Advantage Score	Starting Army BR	Army Break Point 1/3 Starting BR	Army Morale Checkpoints 1/2 Starting BR (Lost)	2/3 Starting BR (Lost)

Turn ☐

Phase 1	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Surprised ⬡	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡	Terrain Adv. Modifier	BR Lost	Units Lost	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

Phase 2	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Surprised ⬡	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡	Terrain Adv. Modifier	BR Lost	Units Lost	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

Phase 3	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Surprised ⬡	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡	Terrain Adv. Modifier	BR Lost	Units Lost	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

Phase 4	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Terrain Adv. Modifier	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡		BR Lost	Casualties	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

Phase 5	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Terrain Adv. Modifier	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡		BR Lost	Casualties	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

Phase 6	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Terrain Adv. Modifier	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡		BR Lost	Casualties	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

Phase 7	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Terrain Adv. Modifier	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡		BR Lost	Casualties	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

Phase 8	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Terrain Adv. Modifier	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡		BR Lost	Casualties	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

Phase 9	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Terrain Adv. Modifier	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡		BR Lost	Casualties	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

Phase 10	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes
BPC ☐	Terrain Adv. Modifier	BR Staked	Hits	Total Units Lost	△ Advance	
Missile ⬡		BR Lost	Casualties	Remaining Army BR	⬡ Hold	
Skirmish ⬡	Participating Unit BR	Units Lost	BR Lost		▽ Withdraw	
Melee ⬡						

WITHDRAW

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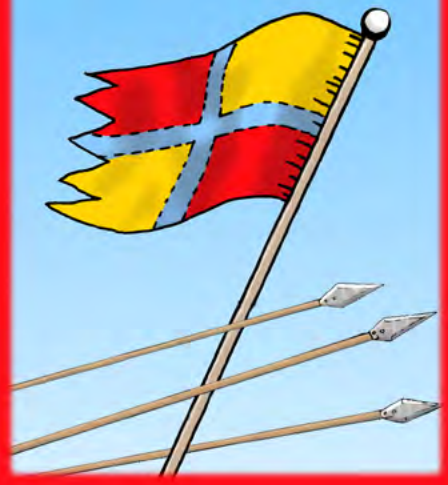

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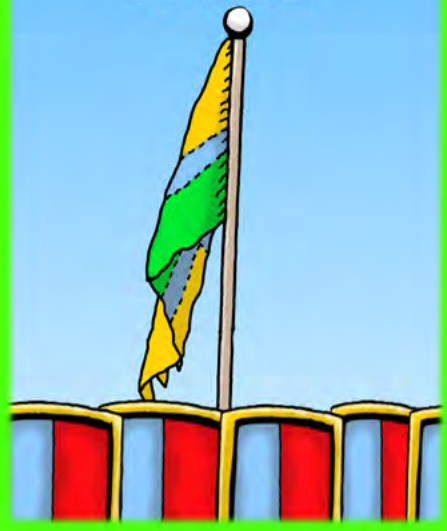

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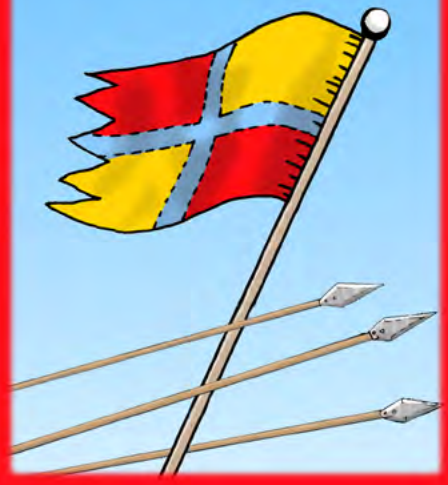

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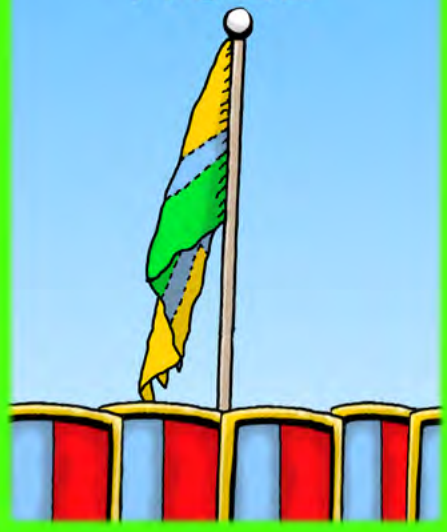

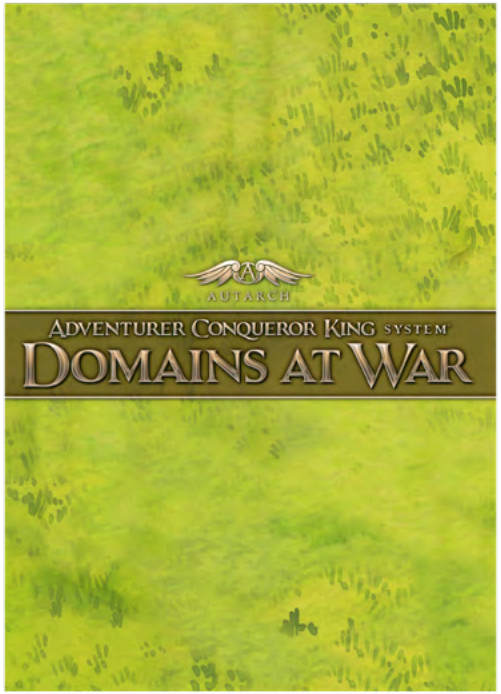
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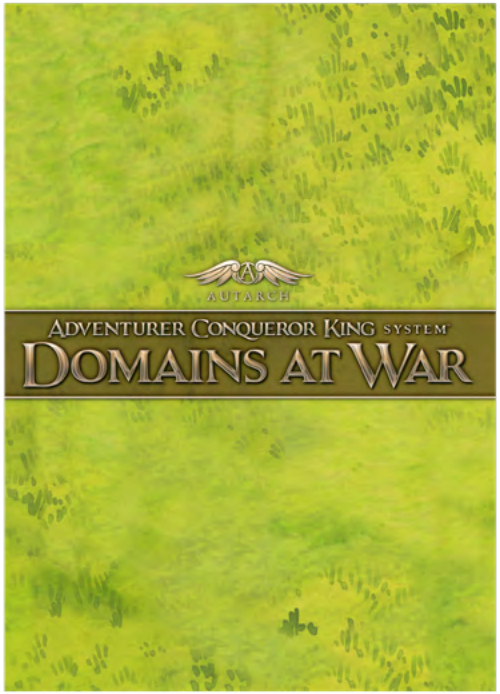
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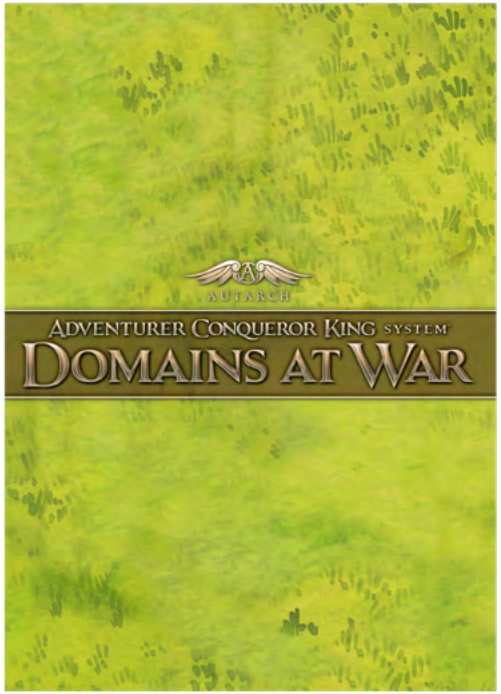
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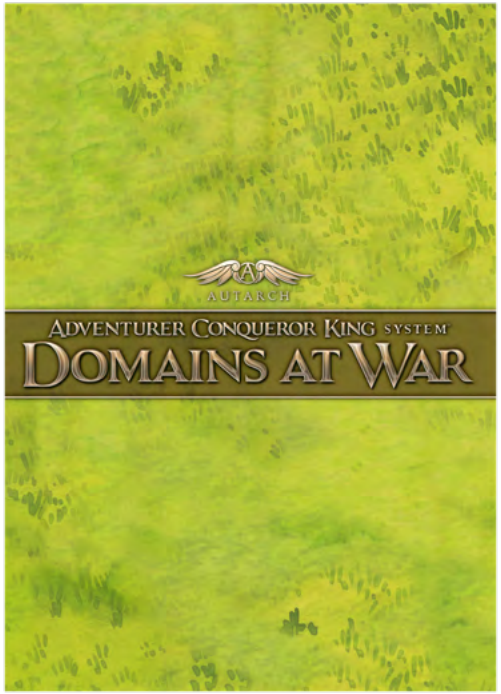
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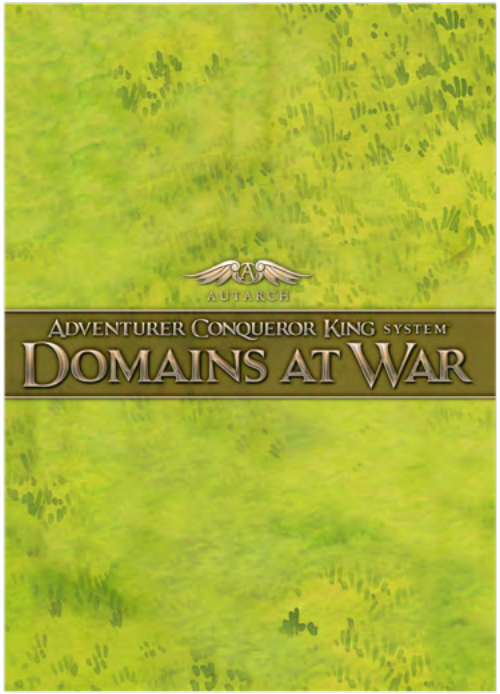
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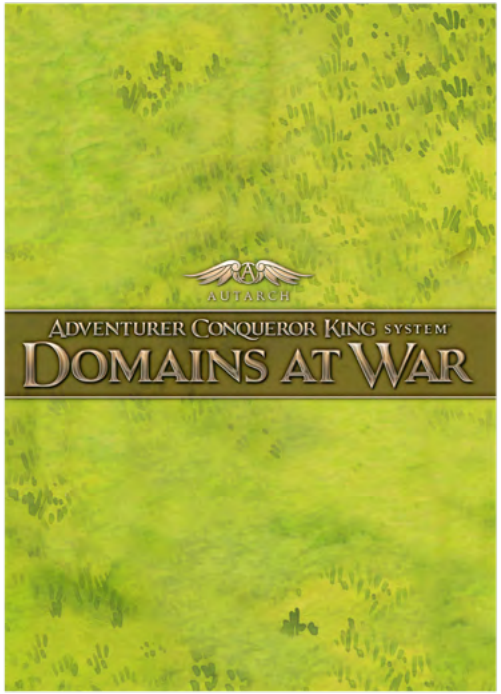
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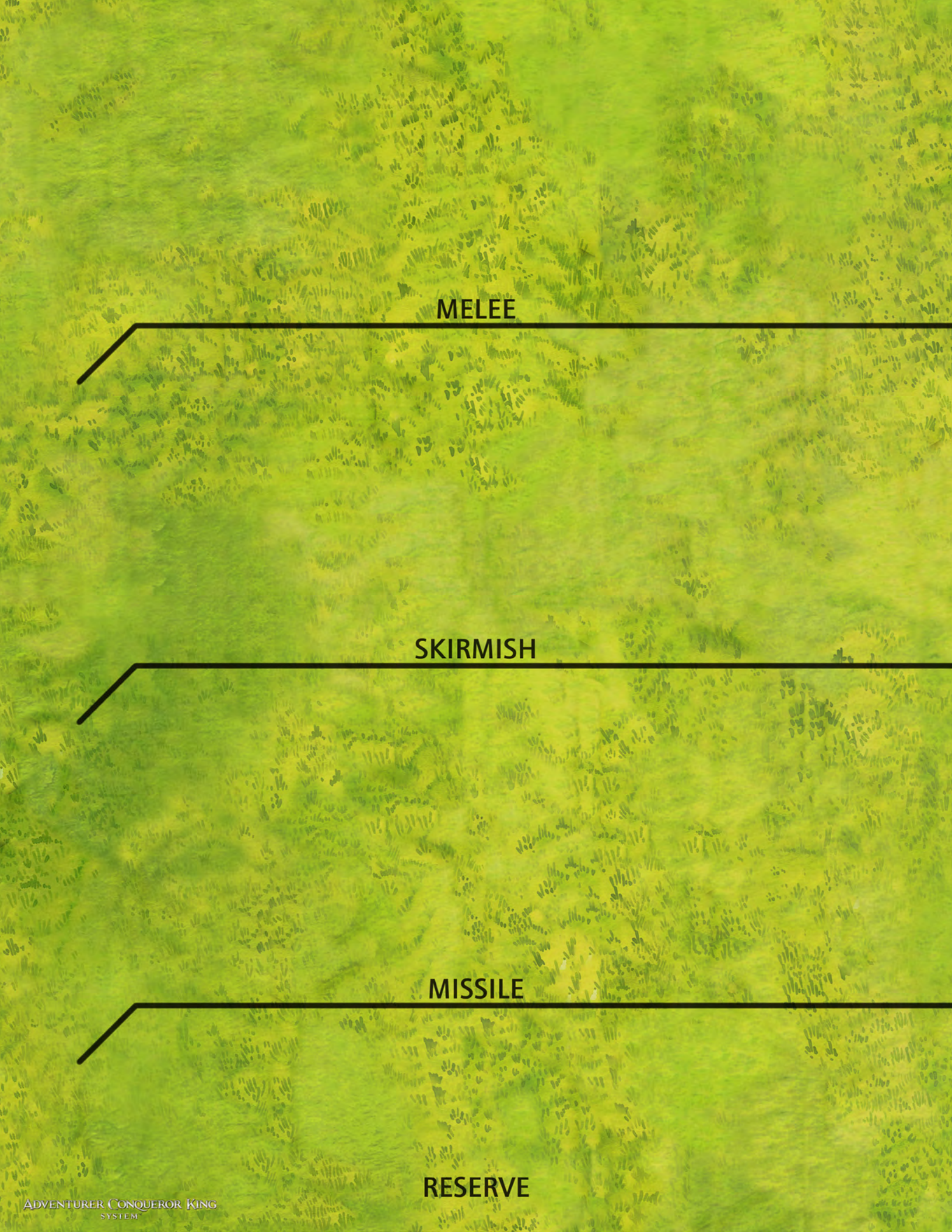
DOMAINS AT WAR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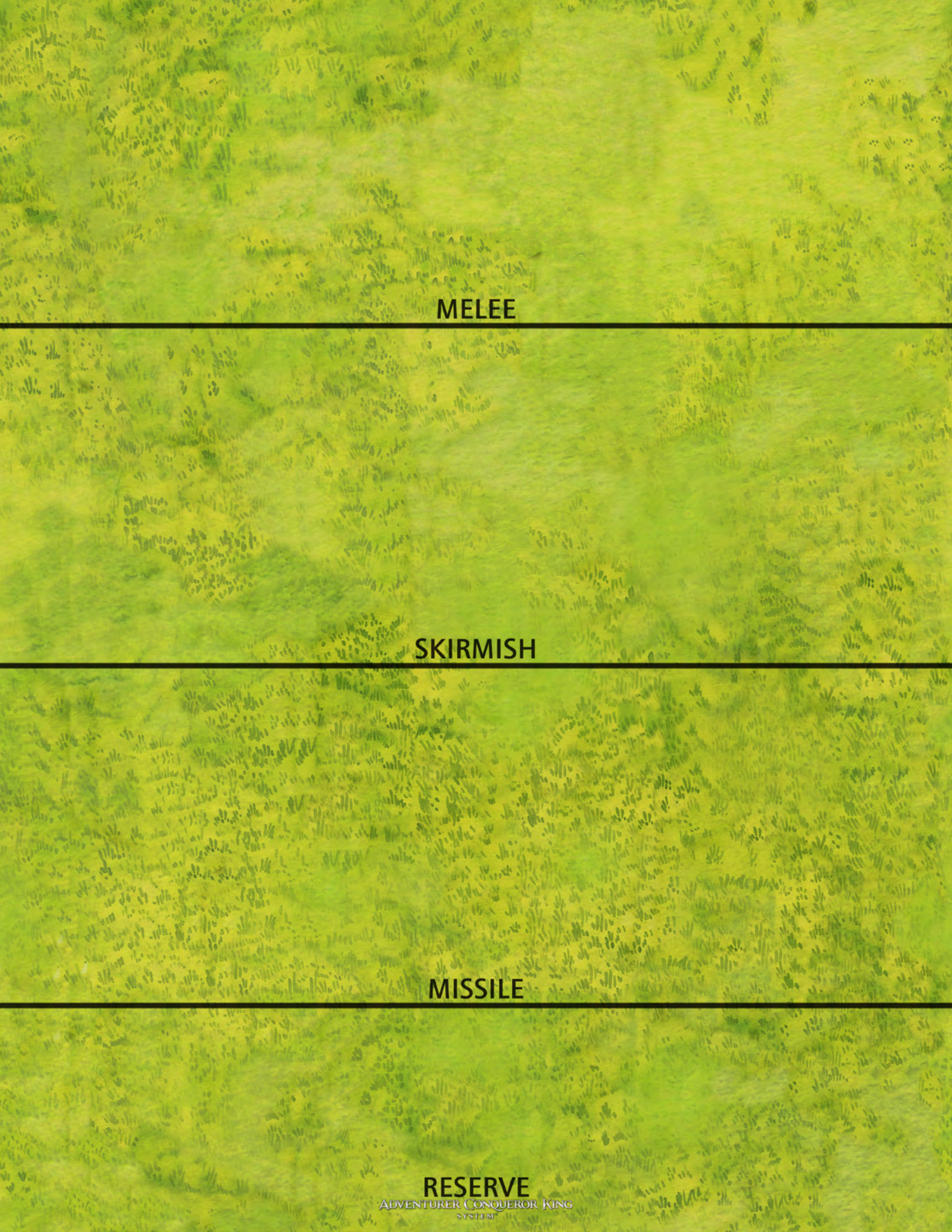
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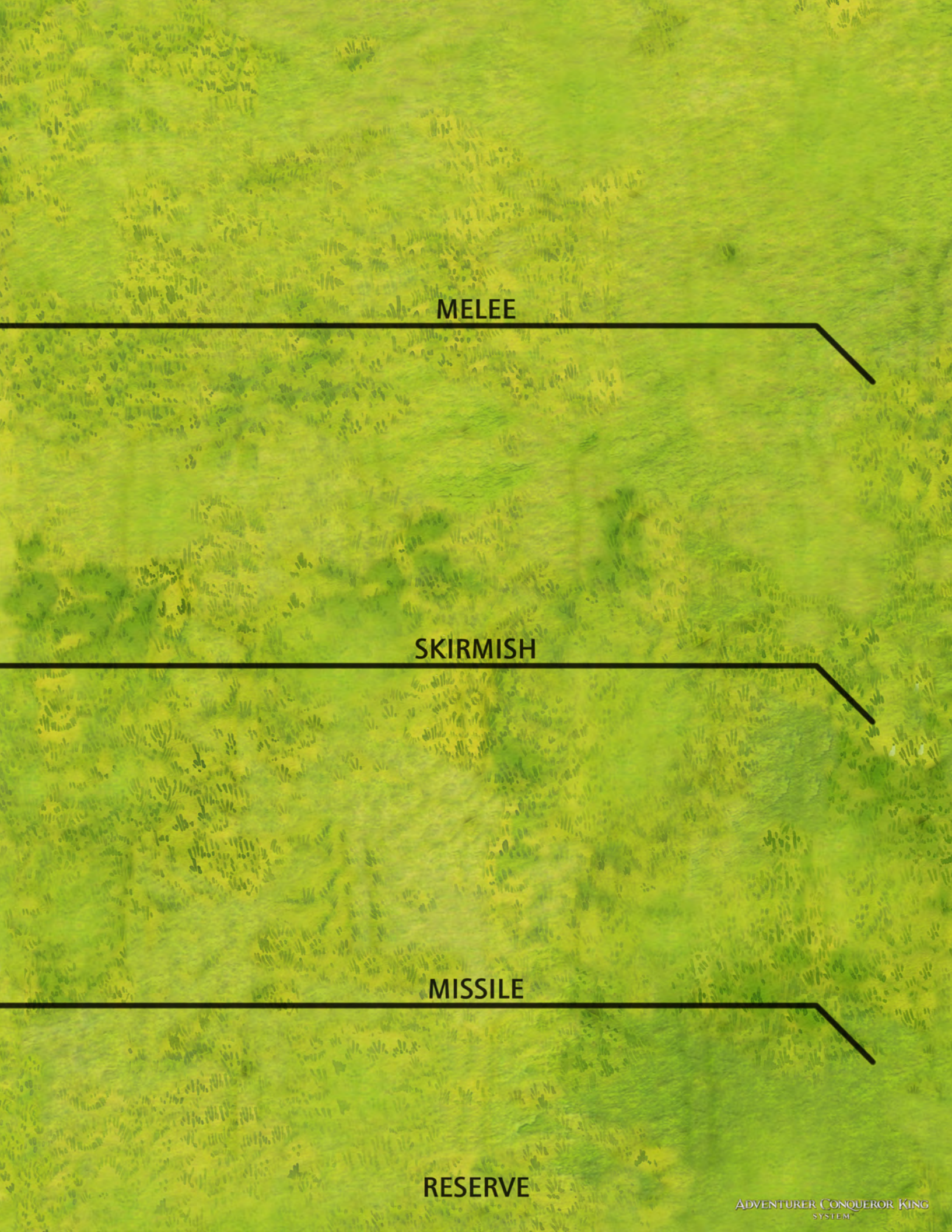
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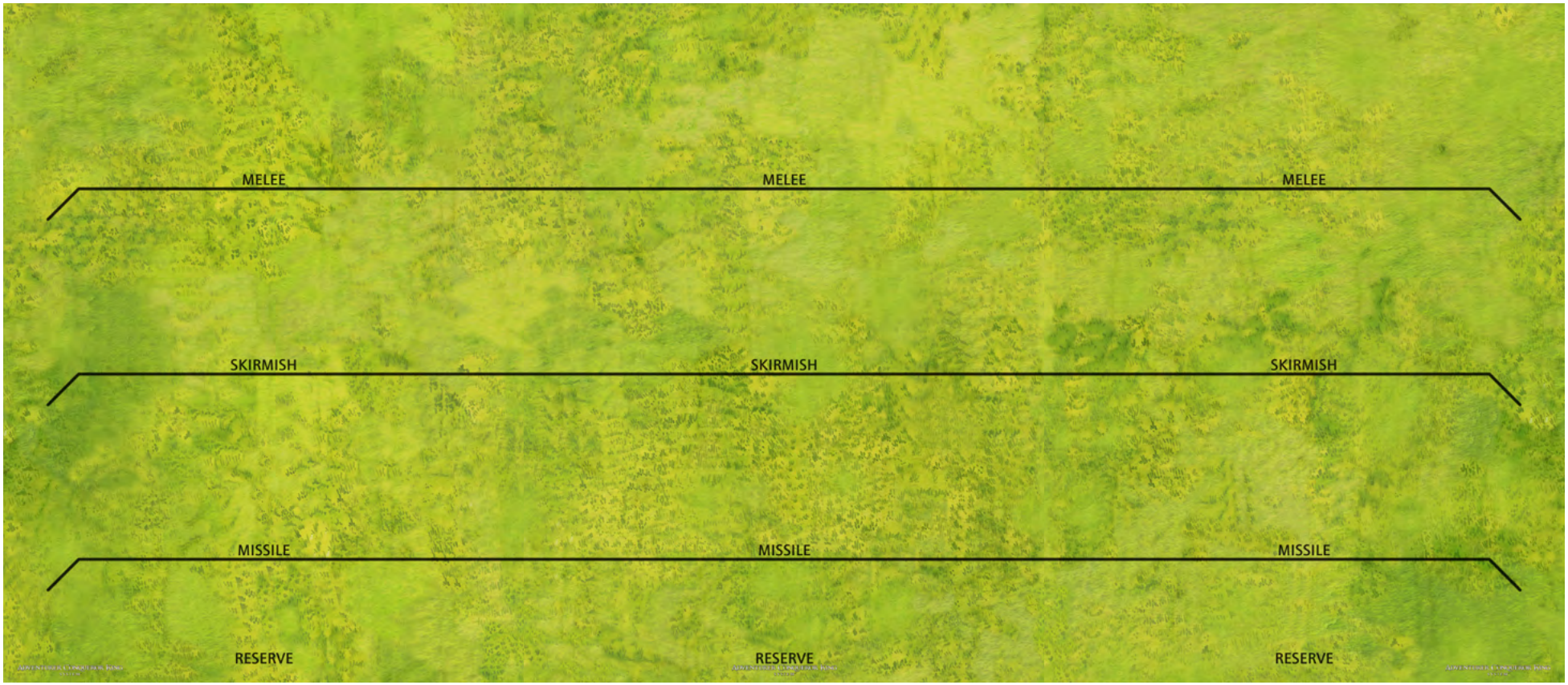
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ELITE TROOPS

HISTORY'S BEST SOLDIERS ARE NOW AT YOUR COMMAND

By Alexander Macris

History is replete with chronicles of soldiers so skilled at their particular craft that their fame extends across the known world. Almost always, these troops hailed from a particular country, city, or region: Balearic slingers; Cretan archers; Numidian cavalry; Spartan hoplites; Swiss pike; Welsh longbowmen. In such realms, some combination of geography and tradition creates the conditions for elite soldiery to develop. In many cases, mercenary service becomes one of the chief exports of the realm. These rules allow the Judge to introduce elite troops into his campaign setting.

REGULAR VERSUS ELITE TROOPS

Regular troop are able-bodied adults all trained in the same way but drawn from a variety of backgrounds. Prior to their training, they might have been lowly serfs, rugged mountain herders, stoic manual laborers, or even yeomen raised with arms. Any given soldier might enter training with some useful skills gleaned from his background, but this individual knowledge will be left unutilized (or even suppressed) by the necessity of uniformity within a unit. Therefore, for game purposes, regular troops are treated as if they have no proficiencies. Except as noted in this article, all troops in ***Domains at War*** are regular troops.

Elite troops, on the other hand, are able-bodied adults all trained in the same way and all drawn from a particular country, region, or city which uniformly teaches one or more proficiencies useful to a particular type of troop. Because all of the troops in a unit know the same proficiency, it affects their unit characteristics and improves their battle rating.

Note that **veteran** and **elite** are two different qualifiers that can be applied to troops. Veteran status is gained with experience, while elite status is gained from special training. Some veterans are elite, but most are not, and some elite troops are veterans, but most are not.

ADDING ELITE TROOPS TO THE CAMPAIGN

The type of elite troops available to leaders will vary based on the particulars of a Judge's campaign setting. A campaign set in any icy northland is unlikely to have any elite camel lancers; a campaign set in the Pre-Columbian Aztec Empire might have no elite cavalry but several types of elite light infantry. To add elite troops to his campaign, the Judge should follow these steps:

1. Choose one or more **breeding grounds** from which elite troops can be drawn.
2. For each breeding ground, select one to three types of elite troops based on the predominant race and/or terrain of the breeding ground.
3. For each type of elite troop in each breeding ground, choose or roll for the proficiency or proficiencies which that elite troop type possess based on the troop type.

CHOOSING BREEDING GROUNDS

A **breeding ground** is a realm which, due to its harsh conditions, militant culture, or other factors, is a source of a particular type of elite troop. A breeding ground must be a realm no smaller than a large county (875 to 1,400 square miles) and no larger than a small kingdom (32,500 to 36,000 square miles). A campaign setting may have no, one, or many breeding grounds, at the Judge's discretion; breeding grounds are most common in realms engaged in constant violent struggle against nearby enemies.

Some historical breeding grounds for elite troops include Lacedaemonia (1,400 square miles), Balearic Isles (1,900 square miles), Crete (3,200 square miles), Wales (8,000 square miles), Switzerland (16,000 square miles), and Numidia (22,000 square miles).

SELECTING TROOP TYPES

As explained in ***D@W: Campaigns***, troops are classified by how they are trained and equipped, which in turn dictates how they are used in battle. The Troop Types tables starting on ***D@W: Campaigns*** p. 26 lists the most common troop types, along with the races that typically employ them and the default equipment for the type, although these can vary with the particulars of a Judge's setting.

While elite troops of any type are possible, not every type of breeding ground can produce every type of troop. The racial make-up and the predominant terrain of the breeding ground will determine which types of troops the ground breeds. For each breeding ground he places in his campaign setting, the Judge should select one to three troop types that the breeding ground produces from the tables below.

The Possible Troop Types by Predominant Race table shows what type of troops are typically elite within the various races that field organized military forces. For these purposes, a race is predominant if the majority of the population in the breeding ground is of that race. If no race makes up a majority of the population, then the race that makes up the largest minority of the population is predominant.

Predominant Race	Possible Troop Types
Human	By Predominant Terrain
Dwarf	Heavy Infantry A-D; Crossbowmen; Mounted Crossbowmen
Elf	Light Infantry; Heavy Infantry A, B; Bowmen; Longbowmen; Light Cavalry; Horse Archers; Cataphract Cavalry
Kobold	Light Infantry
Goblin	Light Infantry; Slingers; Bowmen; Wolf Riders
Orc	Light Infantry; Heavy Infantry; Bowmen; Crossbowmen; Boar Riders
Hobgoblin	Light Infantry; Heavy Infantry; Longbowmen; Light Cavalry; Medium Cavalry; Horse Archers
Gnoll	Light Infantry; Heavy Infantry; Longbowmen
Lizardman	Light Infantry; Heavy Infantry
Bugbear	Light Infantry; Heavy Infantry
Ogre	Light Infantry; Heavy Infantry

The Possible Troop Types by Predominant Terrain table offers guidelines for what type of troops might appear in different terrain. A terrain type is considered predominant if the majority of the hexes in the breeding ground are of that type. If no type makes up a majority of the hexes, then the terrain type that makes up the largest minority of the hexes is predominant.

Predominant Terrain	Possible Troop Types
Clear/Grass	Any Cavalry; Longbowmen B
Shrubland	Light Infantry A, B, E; Longbowmen B; Heavy Infantry A, B, C; Heavy Cavalry; Cataphract Cavalry
Woods	Bowmen; Longbowmen A, B; Heavy Infantry C, D
Jungle	Bowmen; Longbowmen A; Light Infantry E-H; War Elephants
Swamp	Bowmen; Longbowmen A; Light Infantry G, H
Hills	Light Infantry A-D; Slingers; Longbowmen B; Heavy Infantry A, B, C
Mountains	Light Infantry A, F; Slingers; Crossbowmen; Longbowmen B
Barrens	Slingers; Light Infantry A, E, G; Camel Archers; Camel Lancers
Desert	Slingers; Light Cavalry A-C; Camel Archers; Camel Lancers

Elite Troop Type (Humans)	Die Roll (1d12)
Light Infantry A, F, G, H	1 Alertness, 2 Ambushing, 3 Climbing and Endurance, 4 Combat Reflexes, 5-6 Fighting Style (missile weapon), 7 Running, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Light Infantry B, E	1 Alertness, 2 Berserkergang, 3 Climbing and Endurance, 4 Combat Reflexes, 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9 Running, 10 Skirmishing, 11-12 Weapon Focus
Light Infantry C	1 Alertness, 2-3 Berserkergang, 4 Climbing and Endurance, 5 Combat Reflexes, 6-7 Fighting Style (two-handed weapon), 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Light Infantry D	1 Alertness, 2-3 Berserkergang, 4-5 Combat Reflexes, 6-7 Fighting Style (two weapons), 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Heavy Infantry A, C	1 Alertness, 2 Berserkergang, 3-4 Combat Reflexes, 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Heavy Infantry B	1 Alertness, 2 Berserkergang, 3-4 Combat Reflexes, 5-8 Fighting Style (pole weapon), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Heavy Infantry D	1 Alertness, 2-3 Berserkergang, 4 Climbing and Endurance, 5-6 Combat Reflexes, 7-9 Fighting Style (two-handed weapon), 10 Skirmishing, 11-12 Weapon Focus
Slingers, Bowmen, Crossbowmen, Longbowmen A, B	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4 Climbing and Endurance, 5-6 Fighting Style (missile weapon),7-8 Precise Shooting, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Light Cavalry A, B	1 Alertness, 2 Ambushing, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapons), 7-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Light Cavalry C, Medium Cavalry, Heavy Cavalry, Camel Lancers	1 Alertness, 2-3 Combat Reflexes, 4-5 Fighting Style (pole weapon), 6-9 Fighting Style (weapon and shield), 10 Skirmishing, 11-12 Weapon Focus
Horse Archers, Camel Archers	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6-7 Precise Shooting, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Cataphract Cavalry	1 Alertness, 2 Combat Reflexes, 3-4 Fighting Style (missile weapon), 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Precise Shooting, 11 Skirmishing, 12 Weapon Focus
War Elephants	1 Alertness, 2 Berserkergang*, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapon), 7-8 Fighting Style (pole weapon), 9-10 Precise Shooting, 11 Skirmishing, 12 Weapon Focus

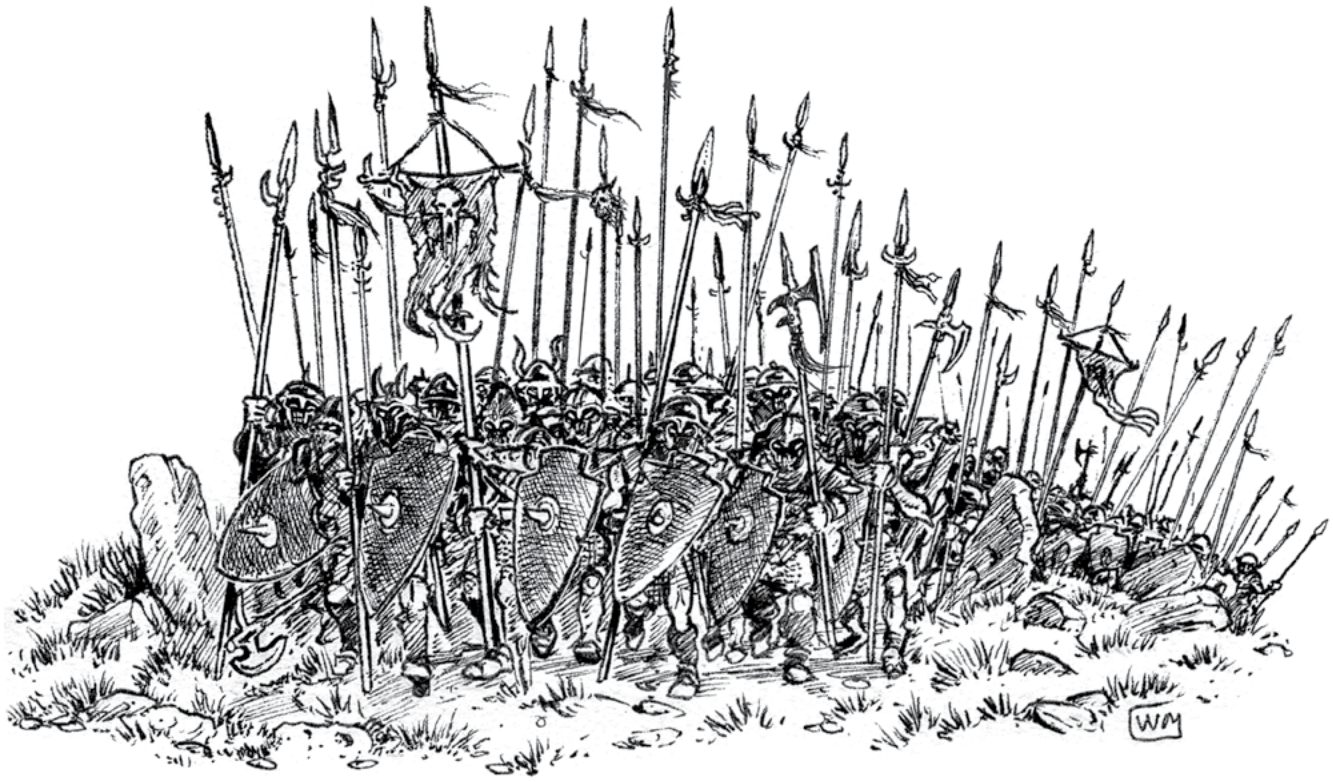
EXAMPLE: Corcano is an island realm in the Ammas Aurë that consists of 16 24-mile hexes, or about 8,000 square miles. The Judge has decided Corcano is a breeding ground for elite troops in the setting. Corcano's population is predominantly human, so the realm's predominant terrain will determine the type of troops that might be elite. Consulting his continental map, the Judge notes that Corcano consists of 3 hexes of clear terrain, 6 hexes of mountain terrain, and 7 hexes of hills terrain. No terrain type makes up a majority of the hexes in the realm, so the Judge instead uses the largest minority terrain type, hills. Consulting the Possible Troop Types by Predominant Terrain table, the Judge sees that he can choose from Light Infantry A, B, C or D; Slingers; Longbowmen B; or Heavy Infantry A, B, or C. inspired by history's Cretan archers, who used composite bows, he decides that Corcano is a breeding ground for Elite Longbowmen B (troops with composite bow, sword, shield, and leather armor).

ASSIGNING PROFICIENCIES

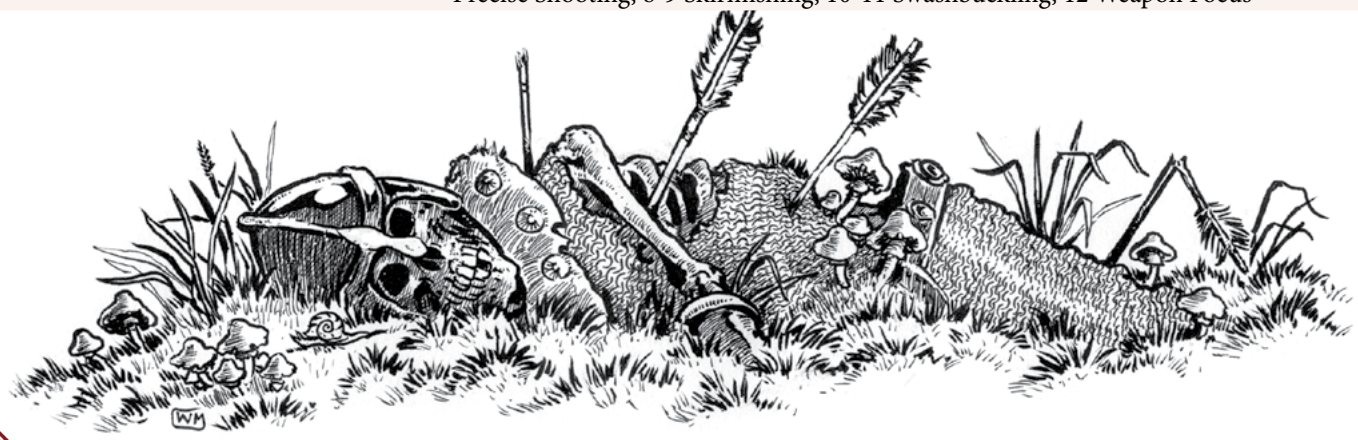
For each type of elite troop in each breeding ground, choose or roll for the proficiency or proficiencies which that elite troop type possesses based on the troop type using the Assigning Proficiencies tables below.

EXAMPLE: Corcano is a breeding ground for Elite Longbowmen B. The Judge consults the Assigning Proficiencies table and rolls 1d12. The result is a 10 – Skirmishing. The Judge decides that Corcano's hill and mountain folk have a culture of banditry and raiding that makes them excellent hit-and-run archers.

Elite Troop Type (Demi-Human)	Die Roll (1d12)
Dwarven Heavy Infantry A	1 Alertness, 2 Berserkergang, 3 Combat Reflexes, 4 Goblin Slaying, 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Dwarven Heavy Infantry B	1 Alertness, 2-3 Berserkergang, 4 Combat Reflexes, 5 Goblin Slaying, 6-8 Fighting Style (two-handed weapon), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Dwarven Heavy Infantry C, D	1 Alertness, 2 Berserkergang, 3 Combat Reflexes, 4-5 Goblin Slaying, 6-8 Fighting Style (weapon and shield), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Dwarven Crossbow	
Dwarven Mounted Crossbow	1 Alertness, 2 Combat Reflexes, 3-4 Goblin Slaying, 5-7 Fighting Style (missile weapon), 8-9 Precise Shooting, 10 Siege Engineering and Endurance, 11 Skirmishing, 12 Weapon Focus
Elven Light Infantry	1 Alertness, 2 Climbing and Endurance, 3 Combat Reflexes, 4-5 Goblin Slaying, 6-7 Fighting Style (pole weapon), 8-9 Fighting Style (weapon and shield), 10 Skirmishing, 11-12 Weapon Focus
Elven Heavy Infantry A, B	1 Alertness, 2-3 Combat Reflexes, 4-5 Goblin Slaying, 6-7 Fighting Style (pole weapon), 8-10 Fighting Style (weapon and shield), 11-12 Weapon Focus
Elven Bowmen, Longbowmen	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4 Climbing and Endurance, 5-6 Fighting Style (missile weapon), 7-8 Precise Shooting, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Elven Light Cavalry	1 Alertness, 2 Ambushing, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapons), 7-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Elven Horse Archers	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6-7 Precise Shooting, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Elven Cataphracts	1 Alertness, 2 Combat Reflexes, 3-4 Fighting Style (missile weapon), 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Precise Shooting, 11 Skirmishing, 12 Weapon Focus



Elite Troop Type (Beastmen)	Die Roll (1d12)
Kobold Light Infantry; Goblin Bowmen and Slingers	1 Ambushing, 2 Climbing and Endurance, 3 Combat Reflexes, 4 Fighting Style (missile weapon), 5 Kin-Slaying, 6-7 Running, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Goblin Light Infantry; Orc & Gnoll Light Infantry	1 Ambushing, 2 Berserkergang, 3 Climbing and Endurance, 4 Combat Reflexes, 5 Fighting Style (weapon and shield), 6 Kin-Slaying, 7-8 Running, 9-10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Orc Bowmen & Crossbowmen; Gnoll Longbowmen	1 Ambushing, 2 Climbing and Endurance, 3 Combat Reflexes, 4 -5 Fighting Style (missile weapon), 6 Kin-Slaying, 7-8 Running, 9-10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Orc & Gnoll Heavy Infantry; Ogre Light & Heavy Infantry	1 Ambushing, 2-3 Berserkergang, 4 Combat Reflexes, 5-6 Fighting Style (two-handed weapon), 7-8 Kin-Slaying, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Lizardman Light & Heavy Infantry	1 Ambushing, 2-3 Berserkergang, 4 Combat Reflexes, 5 Fighting Style (missile weapon), 6-7 Kin-Slaying, 8-9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Bugbear Light Infantry	1-2 Ambushing,, 3-4 Berserkergang, 5 Combat Reflexes, 6-7 Fighting Style (weapon and shield), 8 Kin-Slaying, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Bugbear Heavy Infantry	1-2 Ambushing,, 3-4 Berserkergang, 5 Combat Reflexes, 6-7 Fighting Style (two-handed weapon), 8 Kin-Slaying, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Goblin Wolf Riders; Orc Boar Riders	1 Ambushing, 2-4 Berserkergang, 5-6 Combat Reflexes, 7-8 Kin-Slaying, 9-10 Skirmishing, 11-12 Swashbuckling
Hobgoblin Light Infantry	1 Alertness, 2 Combat Reflexes, 3-4 Fighting Style (pole weapon), 5-6 Fighting Style (weapon and shield), 7-8 Kin-Slaying, 9 Siege Engineering & Endurance, 10 Skirmishing, 11-12 Weapon Focus
Hobgoblin Heavy Infantry	1 Alertness, 2-3 Combat Reflexes, 4-5 Fighting Style (pole weapon), 6-7 Fighting Style (two-handed weapon), 8-9 Kin-Slaying, 10 Siege Engineering & Endurance, 11-12 Weapon Focus
Hobgoblin Longbowmen	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6 Precise Shooting, 7 Kin-Slaying, 8 Running, 9 Siege Engineering & Endurance, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Hobgoblin Light Cavalry	1 Alertness, 2 Ambushing, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapons), 7-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Hobgoblin Medium Cavalry	1 Alertness, 2-3 Combat Reflexes, 4-5 Fighting Style (pole weapon), 6-9 Fighting Style (weapon and shield), 10 Kin-Slaying, 11 Skirmishing, 12 Weapon Focus
Hobgoblin Horse Archers	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6-7 Precise Shooting, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus



On army rosters, elite troops should be designated as [number] [race, if non-human] [veteran status, if veterans] [elite] [ethnicity by breeding ground] [unit type] [(proficiency)].

EXAMPLE: A unit raised from Corcano might be designated as "120 Elite Corcanosi Longbowmen B (Skirmishing)".

PROFICIENCY LIST

The proficiencies available to elite troops are detailed below. In most cases, a proficiency's effects on an elite unit's characteristics are a direct application of the rules for the proficiency to ***Domains at War***. For example, Fighting Style (weapon and shield) increases a combatant's AC by 1 when he is wielding a weapon and shield; similarly, an elite unit with Fighting Style (weapon shield) has its Unit AC increased by 1 when it is wielding a weapon and shield. In a few cases, some adjustment has been required to translate the game mechanics of man-to-man combat to mass combat.

Alertness: When an army is surprised (i.e. the strategic situation is Ambush, Deep Envelopment, Envelopment, or Rear Guard Envelopment), its commanders usually have no activation points (AP) in the first combat round and ½ their normal AP in the second combat round. However, for each unit with Alertness they command, commanders gain 1 activation point in the first combat round and ½ AP in the second round. (The AP do not have to be spent on the units with Alertness.) A unit with Alertness proficiency is also immune to the effects of Ambushing (see below).

EXAMPLE: Marcellus is a commander of a six-unit division in an army that has been surprised by a Deep Envelopment. He has a Leadership Ability of 6. Given the strategic situation, Marcellus would normally have 0 AP in the first combat round, 3 AP in the second combat round, and 6 AP per combat round thereafter. However, Marcellus's division includes 2 Elite Light Infantry with Alertness. Therefore he has (0 + 2) 2 AP in the first combat round, (3 + 1) 4 AP in the second combat round, and 6 AP per combat round thereafter.

Ambushing: When the unit attacks with surprise, or attacks a disordered enemy from the flank, it gains an additional +2 bonus on its attack throw (for a total bonus of +4). Each successful attack deals two hits (instead of the usual one hit) to the target. A target with Alertness proficiency is immune to the effects of Ambushing, however.

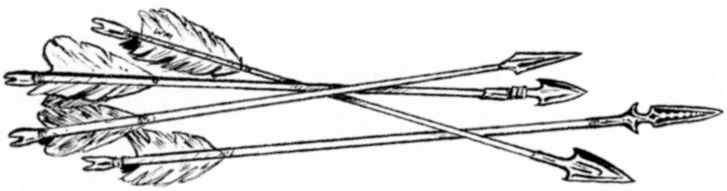
Berserkergang: Whenever the unit conducts a melee attack sequence, it may go berserk. Berserk units are marked by placing a berserk token on the unit. While the berserk token is present, the unit gains a +2 bonus on attack throws and its base morale score is increased to +4, but its Unit AC is decreased by 2 and its formation is considered to be irregular (IF or IM). The berserk token is removed if the unit begins an activation unthreatened by any enemy units. Mounted units may not take this proficiency unless the mount will fight on if the rider is dead.

Combat Reflexes: The unit is eligible to conduct a free melee attack sequence against a disengaging enemy unit even when it is disordered. A commander gains a +1 bonus to his initiative score during the current combat round if he activated one or more units with this proficiency in the prior combat round.

Climbing: The unit can march into Cliff/Mountain hexes as if they were rough rather than impassable terrain. The unit may not hustle or charge into, through, or from otherwise-impassable Cliff/Mountain hexes, however. A unit with Climbing proficiency in a Cliff/Mountain hex threatens adjacent enemy units that are in adjacent hexes, but is not itself threatened unless the enemy units are Flyers or possess the Climbing proficiency. Mounted units may not take this proficiency unless mounted on mules or similar sure-footed mounts (Judge's discretion).

Endurance: Regular units can march for 4 days out of 7 without penalty. A unit with Endurance can march for 5 days out of 7. Units composed exclusively of troops with extraordinary Constitution may march one additional day for each point of Constitution bonus. Mounted units may not take this proficiency unless mounted on camels, mules, or similar hardy mounts (Judge's discretion).

Fighting Style: The unit is proficient in a particular fighting style, chosen when the unit is trained. The fighting styles and the bonuses they provide to the unit are listed below. The unit must be equipped appropriately to take advantage of the proficiency, e.g. a unit equipped with shortbow, sword, and dagger cannot benefit from Fighting Style (pole weapon).



Fighting Styles

Style	Bonus
Pole weapon	The unit is eligible to conduct a free melee attack sequence against a disengaging enemy unit even when it is disordered. The unit gains one additional attack during any melee attack sequence against a charging army while set for charge, or against a disengaging enemy.
Missile weapon	The unit gains a +1 bonus to attack throws on missile attack sequences.
Single weapon	The unit gains a +1 bonus to attack throws on melee attack sequences.
Two weapons	The unit gains a +1 bonus to attack throws on melee attack sequences.
Two-handed weapon	The unit deals one extra point of damage if it hits with at least two attacks during a melee attack sequence.
Weapon and shield	The unit gains a +1 bonus to Unit AC while equipped with weapon and shield.

Goblin-Slaying: The unit has been trained to ruthlessly cut down his race's humanoid foes. It receives +1 on attack throws against enemy units composed of kobolds, goblins, orcs, gnolls, hobgoblins, bugbears, ogres, trolls, and/or giants. If the Goblin-Slaying unit has 7 Unit HD or more this bonus increases to +2. If the Goblin-Slaying unit has 13 Unit HD or more the bonus increases to +3.

Kin-Slaying: The unit is thirsty for the blood of man. It receives +1 on attack throws against enemy units composed of humans, elves, dwarves, gnomes, or halflings. If the Kin-Slaying unit has 7 Unit HD or more this bonus increases to +2. If the Kin-Slaying unit has 13 Unit HD or more the bonus increases to +3.

Precise Shooting: A unit with Precise Shooting proficiency may conduct a missile attack sequence against a target threatening or threatened by it without penalty. The unit may use volleying overhead to conduct a missile attack sequence against a target threatening or threatened by an ally.

Running: A LF or IF unit with Running proficiency that normally has Unit Movement Rate 2/3/4 instead has Unit Movement Rate 2/4/6. A LF or IF unit with Running proficiency that normally has Unit Movement Rate 2/4/6 instead has Unit Movement Rate 2/5/8. Mounted units may not take this proficiency unless mounted on exceptional mounts (Judge's discretion).

Siege Engineering: The unit can be assigned to construction projects of up to 25,000gp without a supervisor. All of the troops within the unit have a base construction rate of 66cp per day. A typical 120-man unit has a base construction rate of 80gp per day.

Skirmishing: A disengaging unit with Skirmishing proficiency does not trigger attacks by threatening units that have a slower marching movement rate than it. A disengaging LF, LM, or FLY unit with Skirmishing proficiency does not trigger attacks by threatening units that have an equal or slower marching movement rate than it.

Swashbuckling: An IF, LF, IM, LM, or FLY unit with Swashbuckling proficiency gains a +1 bonus to Unit AC. If the unit has 7 Unit HD or mor this bonus increases to +2. If the unit has 13 Unit HD or more the bonus increases to +3.

Weapon Focus: When using its favored weapon, the unit is capable of devastating strikes. On an attack throw scoring an unmodified 20 when using its favored weapon, the unit deals two points of damage to the target's uhp (instead of one). The unit's favored weapon is defined when the unit is trained.

AVAILABILITY OF ELITE TROOPS

ELITE CONSCRIPTS AND MILITIA

If peasants are conscripted or levied from a breeding ground, all peasants that are qualified, trained, and equipped as one of the breeding ground's elite troops types become elite.

EXAMPLE: Corcano is a breeding ground for Elite Longbowmen B (Skirmishing). Corcano has a population of 100,000 families, so the ruler of Corcano can conscript up to 10,000 peasants. Consulting the Qualifying Number of Conscripts table in ***D@W: Campaigns***, he notes that for every 120 conscripts, 30 qualify as longbowmen. Therefore the ruler has (30/120 x 10,000) 2500 peasants that qualify as longbowmen. The ruler trains and equips these 2500 qualified peasants as Longbowmen B. At the end of the training time, he now has 2500 Elite Corcanosi Longbowmen B (Skirmishing).

Peasants that qualify to be one of the breeding ground's troop types, but are trained or equipped for another type, do not become elite. Their talents are "wasted." For this reason, wise rulers will train and equip their conscripts to exploit their breeding ground(s), and hire mercenaries for other positions.

EXAMPLE: Longbowmen must be drawn from those with the qualities of both heavy infantry and bowmen. The ruler is short on heavy infantry, so he decides to train and equip 1250 of the 2500 conscripts that qualify as longbowmen as Heavy Infantry A. He trains and equips the other 1250 qualified peasants as Longbowmen B. At the end of the training time, he now has 1250 Heavy Infantry A and 1250 Elite Corcanosi Longbowmen B (Skirmishing).

ELITE TRIBAL WARRIORS

The article "The Savage Swords of Chaos" in ***Axioms Issue 2*** introduced **tribal domains**, from which large numbers of **tribal warriors** can be levied from the domain's population. Tribal domains are often breeding grounds for elite troops. When tribal warriors are levied from a breeding ground, all tribal warriors of the types bred are elite.

EXAMPLE: The Jarldom of Theidag, in Jutland, is a breeding ground for Elite Light Infantry C. It has a population of 4,600 families. Consulting "The Savage Swords of Chaos," the Judge sees that up to 4,600 tribal warriors can be levied from Theidag, of which 2,300 can be light infantry. All of these light infantry will be Elite Theidagan Light Infantry C.

ELITE FOLLOWERS

The leader of a domain will attract elite followers in certain circumstances. If the leader is a native of a breeding ground, followers of his native breeding ground's troop type will be elite. (If the Judge determines that the leader is infamous or unknown in his breeding ground, this advantage is lost.) If the leader's domain was established within a breeding ground, followers of the local breeding ground's troop type will be elite. At the Judge's discretion, he equipment of arriving followers can be adjusted so that their specific troop type matches one of the breeding grounds.

EXAMPLE: Demetrios is a 9th level explorer from Corcano, a breeding ground for Elite Longbowmen B (Skirmishing). He has just established a border fort in the Syrnasos, a breeding ground for Elite Slingers (Weapon Focus). As an explorer, Demetrios attracts 1d4x10 followers. The roll is a 3, so 30 followers arrive to work for the new warden.

Rolling once for every 10 followers on the Follower Type and Equipment by Class table, Demetrios determines that he has attracted 10 longbowmen (longbow, sword, chain mail armor), 10 slingers (sling, short sword, shield, leather armor), and 10 light infantry (spear, hand axe, shield, leather armor).

The Judge decides that the longbowmen have arrived from Corcano, and adjusts their equipment to composite bow and leather armor; these will be Elite Corcanosi Longbowmen B (Skirmishing). The slingers are from the Syrnasos, so they are Elite Syrnasan Slingers (Weapon Focus). The light infantry are just regulars.

ELITE MERCENARIES AND SLAVE SOLDIERS

When a leader hires mercenary troops from a breeding ground for that type of type, all the mercenaries available of that type will be elite.

EXAMPLE: Demetrios now rules a county-sized realm within the Syrnasos. He decides he'd like to hire mercenary slingers. Consulting the Mercenary Availability by Realm Size table and cross-referencing Slingers with County, he sees that 35 slingers are available. Since these slingers are being hired from a breeding ground, the 35 slingers are all Elite Syrnasan Slingers (Weapon Focus).

Elite troops are in high demand due to their special skills, and since the local rulers have access to elite conscripts, many elite troops can be found working as mercenaries outside their homelands. Therefore, a percentage of mercenaries available in any market or realm will be elite. The percentage is equal to:

(population in families of the breeding ground) / (population of the campaign setting)

EXAMPLE: The Tarkaun of the Auran Empire, a realm with a population of 4,200,000 families, wishes to hire as many Elite Longbowmen B (Skirmishing) as possible. Consulting the Mercenary Availability by Realm Size table and cross-referencing Longbow with Empire, he sees that 5,500 longbowmen are available. However, the listed empire on the table is of minimum population (1,500,00 families); since his realm is larger than the listed population, the results are scale up proportionately. 5,500 x 4,200,000 / 1,500,000 = 15,400 longbowmen are available.

Corcano has a population of 100,000 families. The Aurëpos region as a whole has a population of about 10,000,000 families. Therefore (100,000 / 10,000,000) 0.01 or 1% of the longbowmen available in various markets and realms will be Elite Longbowmen B (Skirmishing) from Corcano. Therefore, the Tarkaun can hire (15,400 x .01) 154 Elite Longbowmen B from Corcano over the hiring time period.

The maximum number of mercenaries available in the entire campaign setting from any given breeding ground is equal to ten times the number that would be available as conscripts. Such a situation would imply that mercenary labor is a major export for the breeding ground, with many of its able-boded young men and retired conscripts taking up arms for foreign powers, and supporting their realm with gold, slaves, and other spoils of war in lieu of their labor.

EXAMPLE: Corcano has a population of 100,000 families. Up to 2,500 longbowmen can be levied from Corcano. Therefore, in the entirety of Aurëpos, no more than 25,000 Elite Corcanosi Longbowmen B (Skirmishing) are available.

Elite Slave-Soldiers: Sometimes a breeding ground may be a source of elite slave-soldiers. If so, apply the rules for mercenaries, above, to represent the availability of the slave soldiers.

COST AND BATTLE RATING OF ELITE TROOPS

Elite troops are more effective in battle, and command a higher wage as a result. Increase the battle rating of elite troops by 0.5 per every 2 BR, with a minimum increase of 0.5 BR. Increase the wages of elite troops by 1gp per every 6gp of regular wage, with a minimum increase of 3gp.

EXAMPLE: A regular unit of Heavy Infantry A has a battle rating of 2 and a wage of 12gp per month per troop. An elite unit of Heavy Infantry A has its battle rating increased by (2 BR x 0.5 BR /2 BR) 0.5 points, for a final BR of 2.5. The unit has its wage increased by (12gp x 1gp/6gp) 2gp per troop, rounded up to the minimum of 3gp increase per troop, for a total wage of 15gp per troop.

When units are both elite and veteran, first make the unit elite, then make it veteran. That is, veteran elite units increase their elite wage by 12gp per month and their elite BR by 2 if infantry and 1 if cavalry.

EXAMPLE: A unit of Heavy Infantry A has a BR of 2 and a wage of 12gp if regular; a BR of 2.5 and a wage of 15gp if elite; a BR of 4 and a wage of 24gp if veteran; and a BR of 4.5 and a wage of 27gp if veteran elite.

BECOMING ELITE THROUGH TRAINING AND/OR EXPERIENCE

While most elite troops are drawn from breeding grounds, it is possible for some regular troops to become elite, either through training or experience.

BECOMING ELITE THROUGH TRAINING

Only 10% of regular troops of any given type qualify as **elite trainees** who have the talent and discipline to become any particular type of elite troops. To transform these elite trainees into elite troops, they must be removed from their regular units and put into **training units** to receive **elite training**. This elite training is provided by elite troops of the same type working as a **training cadre**. Each elite troop can train up to seven elite trainees of the same type. The training cadre cannot be deployed on campaign while training troops. The Elite Training Time and Cost table shows the time and cost to train elite trainees to be elite troops.

EXAMPLE: The Tarkaun's army includes 7,560 Regular Longbowmen B and 120 Elite Corcanosi Longbowmen. Of his regulars, 756 qualify as elite trainees. He employ (756/7) 108 of his Elite Corcanosi Longbowmen as a training cadre. Consulting the Elite Training Time and Cost table, the Tarkaun sees it will take 5 months to transform the elite trainees into elite troops, and cost (120gp x 756) 90,720gp.

BECOMING ELITE THROUGH EXPERIENCE

When a unit gains sufficient XP to advance in level or HD, it might also become elite at the same time. If already elite, it may gain an additional elite proficiency. The likelihood of this occurring depends on the class of the unit and the level or HD it has gained.

Fighters: Most units that become veteran do so by advancing from 0th level normal men to 1st level fighters (or, more rarely, explorers, assassins, paladins, etc.) When a unit advances from 0th level normal men to 1st level in any of these classes, roll 1d10 – on a roll of 10, the unit gains a random elite proficiency. Roll 1d10 again when it advances to 3rd, 6th, 9th, and 12th level.

Barbarians: Units recruited from barbarian regions might advance from 0th level normal men to 1st level barbarians. When a regular unit advances from 0th level normal men to 1st level barbarian, it *automatically* gains the natural proficiency of its

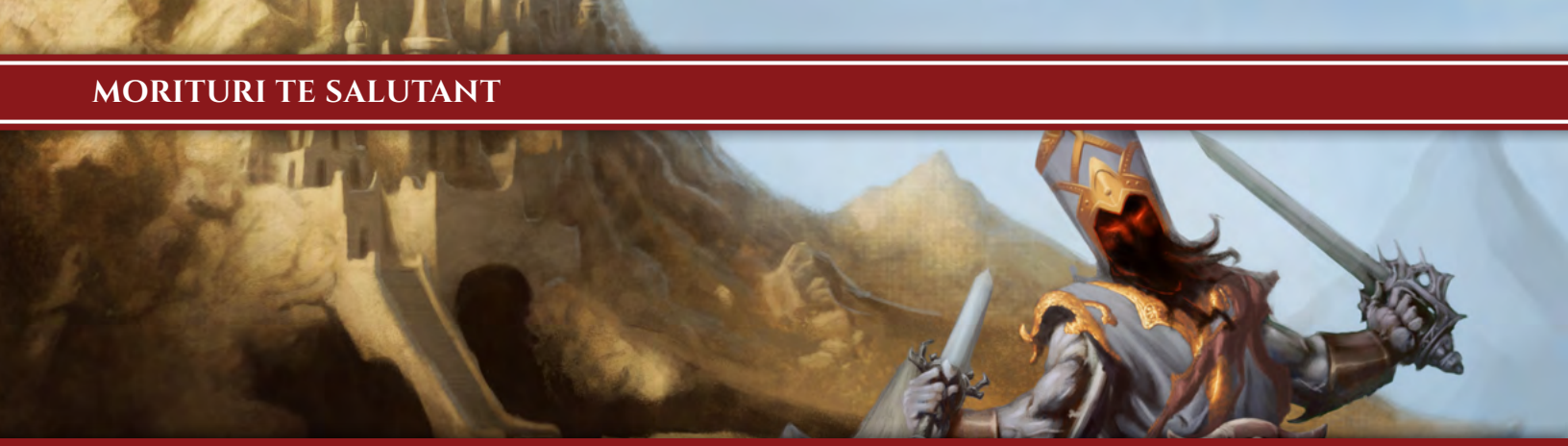
	Elite Training Time and Cost				
Troop Type	Training Time	Cadre Cost	Training Cost	Total Cost (Troop)	Total Cost (Unit)
Light Infantry	3 months	3.8gp	27gp	30.8gp	3,700gp
Heavy Infantry	3 months	6.5gp	45gp	51.5gp	6,170gp
Slingers	3.5 months	4.5sp	31.5gp	36gp	4,320gp
Bowmen	4 month	6.8sp	48gp	54.8gp	6,580gp
Crossbowmen	3 months	9gp	63gp	72gp	8,640gp
Longbowmen	5 months	15gp	105gp	120gp	14,400gp
Light Cavalry	5 months	25gp	175gp	200gp	12,000gp
Horse Archers	8 months	60gp	420gp	480gp	28,800gp
Medium Cavalry	6 months	45gp	315gp	360gp	21,600gp
Heavy Cavalry	8 months	80gp	560gp	640gp	38,400gp
Cataphract Cavalry	14 months	175gp	1,225gp	1,400gp	84,000gp
Camel Archers	8 months	40gp	280gp	320gp	19,200gp
Camel Lancers	14 months	105gp	735gp	840gp	50,400gp
War Elephants	8 months	480gp	3,360gp	3840gp	230,400gp
Mounted Crossbowmen	6 months	45gp	315gp	360gp	21,600gp
Wolf Riders	8 months	20.5	144gp	164.5gp	9,875gp
Boar Riders	8 months	44gp	308gp	352gp	21,120gp

regions as an elite proficiency. When an elite unit advances from 0th level normal men to 1st level barbarian, it also automatically gains the natural proficiency of its region as an elite proficiency, unless it already possesses it. In that case, roll 1d10 - on a roll of 10, the unit gains a random elite proficiency. Roll 1d10 again when it advances to 3rd, 6th, 9th, and 12th level.

Monsters: A demihuman, beastman, or exotic unit may roll to gain an exotic proficiency when it first advances to the following HD: 1, 3, 6, 9, and 12. Roll 1d10 - on a roll of 10, the unit gains a random elite proficiency.

Units are considered elite for purposes of BR and wages as soon as they gain one elite proficiency. Elite units that gain further elite proficiencies increase their battle rating by an additional 0.5 for every 2 points of BR and their wages by an additional 1gp per every 6gp of regular wage.

To determine which elite proficiency a unit gains, roll 1d12 on the Assigning Proficiencies table for the appropriate race and type. The Judge may assign a specific proficiency based on the circumstances of the unit's advancement, if desired.



MORITURI TE SALUTANT

BRINGING GLADIATORIAL GAMES TO YOUR CAMPAIGN SETTING!

By Alexander Macris

From the slave-pits of the provinces to the blood-soaked sands of the Colosseum, gladiators fought and died in the thousands for the glory of Rome. These rules are designed to allow you to introduce the gore and glory of gladiatorial games into your own campaign setting.

GLADIATORS, LANISTAE, AND MUNERATORS

Gladiators are warriors trained to fight in ritualized battles known as **gladiatorial games**. Gladiators are typically slaves, prisoners of war, or indentured servants who have been forced to become gladiators to pay off a debt. The character entitled to the gladiator's services is called his **lanista** and is responsible for the training, discipline, upkeep, and sale of the gladiator's services. Gladiators (or the contracts for the gladiator's services) are property and can be bought and sold in urban settlements at prices ranging from 250gp and up.

A lanista earns money by **renting** the services of his gladiators to **munerators**, wealthy aristocrats who sponsor gladiatorial games. A lanista typically rents out each of his gladiators three times per year. Each time a gladiator is rented out, his lanista receives a fee equal to 60% of the gladiator's cost for ordinary gladiators and 62.5% of the gladiator's cost for veterans and champions, twice that for a bout to the death. When rented out, the gladiator will fight in a **bout** in the games. If the gladiator wins his bout, the lanista will pay him a prize equal to 20% of the rental fee. Round all values to the nearest 5gp.

Under the usual terms between gladiator and lanista, a gladiator who has won 10 victories or survived 15 matches wins his freedom. With 15-20% of gladiatorial battles ending in the death of one of the combatants, few gladiators survive to retirement. Those that do usually become gladiator trainers or overseers. Some leave the arena to pursue adventuring or mercenary work. A few are lured back to the arena to become **champions**. Champions sign up for another contract (10 victories or 15 matches) in exchange for a large signing bonus, and continue to receive 20% of their rental fee thereafter. Occasionally a renowned champion may be paid his rental fee directly in exchange for a one-time appearance in a game.

Gladiator Rank (Level)	GP Cost	Rental Fee	Victory Bonus	Demographics
Ordinary Gladiator (0)	250gp	150gp	30gp	50%
Veteran Gladiator (1)	425gp	265gp	55gp	35%
Veteran Gladiator (2)	900gp	560gp	110gp	9%
Champion Gladiator (3)	1,800gp*	1,125gp	225gp	3%
Champion Gladiator (4)	3,600gp*	2,250gp	450gp	2%
Champion Gladiator (5)	7,200gp*	4,500gp	900gp	1%
*Paid to the gladiator as his signing contract when he renews				

In realms where gladiatorial games are popular, there will be around 1 gladiator per 150 urban families in any settlement of Class IV or better. 50% of these gladiators will be 0-level characters with a single class proficiency. 35% will be 1st level and 9% will be 2nd level. The remainder will be champions of between

Gladiator Type	Roman Name	Equipment	Proficiency
Spearfighter	Hoplomachus	Heavy arena armor, heavy helmet, shield, spear, short sword	Fighting Style (weapon & shield)
Challenger	Provocator	Heavy arena armor, heavy helmet, shield, sword	Combat Reflexes
Striker	Thraex	Heavy arena armor, light helmet, shield, short sword, dagger	Weapon Focus (swords & daggers)
Shieldbearer	Murmillo	Light arena armor, heavy helmet, shield, sword	Fighting Style (weapon & shield)
Pursuer	Secutor	Light arena armor, heavy helmet, shield, short sword, dagger	Combat Reflexes
Netfighter	Retiarius	Light arena armor, no helmet (AC 1), spear, net, pair of daggers	Swashbuckling
Dualwielder	Dimachaerus	Light arena armor, no helmet, pair of short swords, dagger	Fighting Style (two weapon fighting)

3rd and 5th level. Round fractions to the nearest whole, rounding 0.5 up if even, down if odd. The Gladiator Rank and Cost table summarizes this information.

GLADIATOR TYPES

Every gladiator has a **gladiator type**, which describes the gladiator's style of equipment and training. The gladiator types described in this article are some of those that appear in the Auran Empire setting, and were inspired by the classical gladiator types of Ancient Rome. The name, equipment, and proficiency of each type is listed on the Gladiator Type table below. The Latin (Roman) name of each type is also listed for Judges interested in ancient history. Judges should feel free to re-name the gladiator types, or create new types, as desired.

The Gladiator Characteristics table, below, provides combat characteristics for an ordinary gladiator of each type.

Note that unlike other hirelings, gladiators have two morale scores – an arena morale score ranging from 0 to +2, and a lanista morale score which always starts at -4. A gladiator's arena morale score is used to determine his bravery in the arena, while his lanista morale score determines his loyalty to his owner.

GLADIATORIAL SCHOOLS AND AMPHITHEATERS

In realms where gladiatorial games are held, every urban settlement is likely to have a **gladiatorial amphitheater**, with a regular schedule of games, and one or more **gladiatorial schools** that service the settlement.

Gladiator Type	ENC	MV	AC	HD	#AT	DMG	ML	Notes
Spearfighter	7 1/6	60'	6	1-1	1 spear or short sword 11+	1d6	+2 / -4	-
Challenger	6 1/6	90'	5	1-1	1 sword 11+	1d6	+2 / -4	+1 initiative
Striker	5 1/6	90'	5	1-1	1 short sword or dagger 11+	1d6 or 1d4	+2 / -4	Double damage on 20
Shieldbearer	4 1/6	120'	4	1-1	1 sword 11+	1d6	+1 / -4	-
Pursuer	4 1/6	120'	3	1-1	1 short sword or dagger 11+	1d6 or 1d4	+1 / -4	-
Netfighter	4 1/6	120'	2	1-1	1 spear or dagger 11+, net 13+	1d6, 1d4, or wrestle	+1 / -4	-
Dualwielder	2 2/6	120'	1	1-1	2 short swords 9+, dagger 11+	1d6 or 1d4	+1 / -4	-

AMPHITHEATERS

Amphitheaters can range in size from simple pits with wooden bleachers for 3,000 spectators to enormous multi-level structures capable of seating 80,000 spectators. The appropriate size of an amphitheater is based on the urban settlement's market class and population, as shown on the Amphitheater Size table, below.

Settlement Population	Market Class	Appropriate Amphitheater Size
75-249	Class VI	None
250-624	Class V	None
626-2,499	Class IV	5 seats per family
2,500-4,999	Class III	7,500 seats plus 3 seats per family over 2,500
5,000-19,999	Class II	15,000 seats plus 1 per family over 5,000
20,000-100,000	Class I	30,000 seats plus 1 per 4 families over 20,000

A pre-existing urban settlement is assumed to have an amphitheater of appropriate size unless the Judge rules otherwise. An adventurer who establishes or conquers an urban settlement may build a gladiatorial amphitheater for his settlement. The cost of an amphitheater of appropriate size for an urban settlement counts as urban investment expenditure. Any additional cost is considered to be money spent to no tangible game benefit and increases the adventurer's reserve XP fund.

CONSTRUCTING AN AMPHITHEATER

Amphitheaters are ellipse-shaped structures with a walled, open-air interior arena surrounded by elevated seating. The exterior and interior dimensions of an amphitheater, as well as its cost, are determined by the amphitheater's seating capacity and stories, as shown on the Amphitheater Characteristics table, below. The cost of the amphitheater includes all the necessary subterranean vaults and passages, arena and spectator gates, and so on.

Characteristic	Value / Formula
No. of Seats	No less than 100 seats; no more than 100,000 seats
No. of Stories	1 story plus up to 1 additional story per 20,000 seats
Interior Area	(No. of Seats / No. of Stories) x 2 square feet
Interior Height	15 feet
Interior Width	2 x (Interior Area / 3.75)0.5 feet
Interior Length	Interior Width x 1.2 feet
Exterior Area	Interior Area x 6 square feet
Exterior Height	No. of Stories x 35 feet
Exterior Width	2 x (Exterior Area / 3.75)0.5
Exterior Length	Exterior Width x 1.2 feet
No. of Gates	Exterior Area / 3,000
Cost	No. of Seats x 15gp

The historical Colosseum is a four-story structure with a 615' exterior length, 510' exterior width, 287' interior length, 180' interior width. Its interior area is 40,553 square feet. It historically seated around 80,000. We calculate seating at (40,553 x 4 / 2) 81,106.

EXAMPLE: The amphitheater at Arganos has been destroyed, and Sürius, prefect of Arganos, wants to rebuild it. Arganos is a Class III market with 4,000 families, so its amphitheater should seat [(7,500) + (4,000-2,5000)x3] 12,000 spectators. With 12,000 seats, it can be either a one- or two-story structure. Sürius chooses to construct a one-story amphitheater. Its interior area (the actual arena or fighting pit) is therefore (12,000 /1 x 2) 24,000 square feet. Its interior width is 2 x (24,000 / 3.75)0.5 or 160 feet. Its interior length is (160 x 1.2) 192 feet. Its interior height (the tallness of the arena walls) is 15'. Its exterior area is (24,000 x 6) 144,000 square feet. Its exterior width is 2 x (144,000/ 3.75)0.5 or 391 feet. Its exterior length is (391 x 1.2) 469 feet. Its exterior height is (1 x 35) 35 feet. It has (144,000 / 3,000) 48 gates. The amphitheater's total cost is 180,000gp.

SPONSORING A GLADIATORIAL GAME

The ruler of an urban settlement with an amphitheater, or any character acting with that ruler's permission, may sponsor a gladiatorial game. The character sponsoring the game is called its **munerator**, and is responsible for paying for the entire cost of the game. The minimum cost to sponsor a gladiator game is 0.5gp per urban family, but more may be spent if desired. The cost counts as a festival expense (per ***ACKS***) or a liturgy expense (per ***Axioms III***) for the urban settlement, regardless of whether the ruler or another character sponsors the game.

Match Ups	Spearfighter	Challenger	Striker	Shieldbearer	Pursuer	Netfighter	Dualwielder
Spearfighter	--	Opponent	Opponent	--	--	--	--
Challenger	Opponent	Opponent	--	--	--	--	--
Striker	Opponent	--	--	Opponent	--	--	--
Shieldbearer	--	--	Opponent	--	--	--	--
Pursuer	--	--	--	--	--	Opponent	Opponent
Netfighter	--	--	--	Opponent	Opponent	--	--
Dualwielder	--	--	--	--	Opponent	--	Opponent

Spending the Budget: The cost of the gladiatorial game is allocated by the munerator to rent gladiators from any available lanistae. The munerator may allow the lanistae to choose which gladiators to provide, or he may personally allocate the cost to his choice of ordinary gladiators, veterans, champions, exotic creatures, and/or condemned prisoners. Typically 50% of the cost is allocated to ordinary gladiators so that there are more combatants. The cost to rent a gladiator for a bout is 60% of the gladiator's value (62.5% for veterans), or twice that if the bout is to the death. The cost to buy an exotic creature is equal to its trained value. The cost to buy a prisoner is typically 40gp.

Munerators typically spread the funds across the gladiatorial schools pro rata based on the number of gladiators each lanista owns. However, a munerator who personally owns gladiators, creatures, or prisoners may provide them for use in his own games. The cost of these combatants is still counted as a festival or liturgy expense even though no money trades hands. The crowd doesn't care!

EXAMPLE: Sürius is prefect of Arganos. He decides to institute regular games in the city. As there are 26 gladiators in Arganos, there can be up to (26/7) 4 games per year. Sürius decides he will hold games once per season, spending 1gp per urban family at each game. This means he will spend (4,000 x 1gp) 4,000gp on each game. Assume there are three schools in town, with 9, 9, and 8 gladiators respectively. He allocates 1350gp, 1350gp, and 1,300gp to the three schools.

Scheduling the Bouts: Each gladiator, creature, or prisoner must be assigned, either individually or with other combatants, to a bout against an opponent or group of opponents. Typically 50% or more of the bouts are one-on-one matches. As gladiatorial games are intended to be fair contests, the total gp value of all combatants on each side of a bout must be approximately equal (within 10%). Bouts with creatures or prisoners may be unequal if desired. It is considered dishonorable for gladiators to fight on the same side of with prisoners.

Bouts may be either **bouts to the death** or **bouts to incapacitation**. Bouts to incapacitation end when one side cannot go on – but may still result in death for the loser, either by accident or from the bloodlust of a demanding crowd. Any bout with prisoners or with creatures of animal intelligence is always to the death. The choice of whether a bout is to be to incapacitation or death is made by the munerator when he allocates funds, as it determines how much he must pay to rent the gladiators involved.

No more than 12 bouts can be held per day. If the number of bouts exceeds 12, the gladiatorial game extends over multiple days. This does not impact the cost, but may be relevant for campaign purposes.

Traditional Match-Ups: By tradition, each gladiator was matched in bouts based on his type. The Gladiator Match-Up table, below, is inspired by the classical match-ups that were used in Ancient Rome. If these traditions are followed, the munerator should schedule his bouts accordingly.

GLADIATORIAL SCHOOLS

Gladiatorial schools are judged by how many gladiators they own. A small gladiatorial school may own just a half-dozen gladiators, an average-sized school in a provincial capital may field 25-40 gladiators, and a huge gladiatorial school in a metropolis will have 120 or more gladiators.

Each urban settlement can sustain no more than 1 gladiator per 150 families (rounded up) total. Any urban settlement with an amphitheater will always have 1d4 schools in operation, which will already own 50%+2d20% of the maximum number of gladiators (rounded down). Divide these gladiators between the pre-existing schools as evenly as possible. A new, adventurer-run settlement, will not have a gladiator school unless the adventurer chooses to build one.

Any adventurer can establish a gladiatorial school. Gladiatorial schools can be established in any urban settlement, but because of the risk of rebellion and violence posed by gladiators,

the permission of the settlement's ruler is required. Gladiatorial games are popular, but there are nevertheless limits on the market demand for them, so the maximum size of a new gladiatorial school is limited by the number of pre-existing gladiatorial schools.

EXAMPLE: Titus wants to know if he can establish a gladiatorial school in the Class III market city of Arganos (4,000 families). At 1 gladiator per 150 urban families, Arganos can maintain no more than 26 gladiators. As Arganos is a pre-existing settlement, it already has at least one gladiatorial school. The Judge rolls 1d4 and determines Arganos has two existing gladiator schools. The Judge rolls 2d20+50 and determines that 69% of the maximum number of gladiators are already working at these existing schools – 17 gladiators total. There Judge divides these gladiators as evenly as possible, so one school has 9 gladiators and one has 8 gladiators. That means there's room for another (26-17) 9 gladiators in Arganos. Titus sees an opportunity!

ACQUIRING GLADIATORS

To stock his newly-founded school, a lanista can **buy trained gladiators**, **buy gladiatorial candidates**, **impress prisoners of war**, or **acquire exotic creatures**.

Buying Trained Gladiators: Fully-trained gladiators can only be purchased from another school. The new lanista can make purchases in his own settlement, or travel to another settlement and buy gladiators there. A reaction roll of 9+ is required to persuade a gladiator's owner to sell a gladiator for his listed cost. If the current owner is a rival operating in the same settlement, the purchaser suffers a -3 on the die roll. If the purchaser is the urban settlement's ruler, he gains a +3 on the die roll. The die roll can also be modified by adjusting the offer price by +/-1 per 10% variance. See the Gladiator Rank and Cost table, above.

EXAMPLE: Titus considers buying gladiators in Arganos. The two existing gladiatorial schools have 17 trained gladiators. Of these, 9 are ordinary gladiators costing 250gp each, 6 are 1st level veterans costing 425gp each, and 2 are 2nd level veterans costing 900gp each. Because these gladiators are owned by rival schools, Titus will need a reaction roll of 12+ for each gladiator he wishes to buy.

Buying Gladiatorial Candidates: Gladiatorial candidates can be purchased in any urban settlement. Each month, there will be 1 candidate per 450 urban families in the settlement available, rounded up. (However, a settlement that is already at its maximum number of gladiators does not produce additional candidates.) Market transactions might represent buying slaves, purchasing condemned criminals, paying off a debtor's obligations in exchange for service, or paying a bounty to volunteers. Regardless of the nature of the transactions, the cost is 40gp per candidate.

Impressing Prisoners to be Gladiatorial Candidates: Gladiatorial candidates can be acquired in war. 10% of prisoners captured in battle will be suitable in age, temperament, and physique to become gladiators. Just 2.5% of prisoners taken when pillaging a domain will be suitable. If the adventurer has captured the prisoners himself, he does not have to pay for the prisoners, but otherwise he must pay their cost (typically 40gp per candidate) to the army leader who captured them. Enslaving Lawful or Neutral creatures is a Chaotic act, but Chaotic creatures can be enslaved without penalty.

EXAMPLE: Titus doesn't have an army with which to capture prisoners, nor does he have the charisma to persuade his rivals to sell him some of their gladiators. He decides to just stock his school with raw recruits. Since Arganos has a population of 4,000 families, there are (4,000 / 450) 8.88 candidates available, which rounds to 9. It costs him (9 x 40gp) 360gp to purchase these nine candidates.

Acquiring Exotic Creatures: Lanista who wish to field exotic creatures may purchase untrained creatures in market transactions, or may acquire them on adventurers. Exotic creatures of animal intelligence must then be trained and tamed to hunter roles before they can be safely deployed in a crowded arena filled with spectators. See ***Lairs & Encounters*** for costs and details.

Unworthy Candidates: The guidelines above assume that the lanista is pre-screening to select candidates within a narrow range of age, fitness, and ability. A desperate lanista can enroll unworthy candidates, but they are unlikely to graduate from training (see below). If unworthy candidates are used, another 90% of prisoners captured in battle and another 22.5% of prisoners taken when pillaging a domain will be unworthy candidates. Up to 1 unworthy candidate per 50 urban families can be bought in market.

Upkeep: Once acquired, gladiators and gladiator candidates cost 2gp per month in upkeep. Exotic creatures must be paid their supply cost (listed in ***Lairs & Encounters*** and ***Domains at War***). Failure to pay upkeep may spark a **gladiator uprising** (see below). Supplemental pay, better food, access to women, and so on can increase morale over time.

STAFFING AND MAINTAINING THE SCHOOL

Running a gladiator school requires a variety of hirelings and specialists. The more gladiators a school has, the larger a staff it needs! The Gladiator School Staff table shows the type of hirelings needed, the number required, and the monthly cost for each. Round the number required up in all cases. A school may hire extra trainers if desired in order to train more types. Note that gladiator candidates count as gladiators for purposes of staff requirements.

Hireling	No. Required	Monthly Cost
Creature Handler	1 per 6/20 creatures	By creature type
Gladiator Trainer (Master)	1 per 120 gladiators	250gp
Gladiator Trainer (Ordinary)	1 per 6 gladiators	60gp
Guard	1 per 20 gladiators	25gp
Healer (Chirugeon)	1 per 60 gladiators	100gp*

*A small gladiatorial school may hire a chirugeon as needed at a cost of 2gp per gladiator per month.

Creature Handler/Trainer (25gp to 250gp/month): A creature handler/trainer is a specialist capable of taming, training, and handle hunting or guard creatures. One creature handler is required per 6 creatures being trained, or per 6 hunting or 20 guard animals being housed in the school. See ***Lairs & Encounters*** for more details on taming and training creatures.

Gladiator Trainer (30gp to 250gp per month): A gladiator trainer is a type of marshal specialized in working with gladiators. An ordinary trainer is a 1st level fighter or related class with at least one of the proficiencies on the Gladiator Type list and one rank of Manual of Arms. A master trainer is a 5th level fighter or higher with at least two of the proficiencies listed on the Gladiator Type list and at least two ranks of Manual of Arms.

A gladiator school must have 1 ordinary trainer per 6 gladiators or gladiator candidates, and at least 1 master trainer per 120 gladiators. A lanista who meets the qualifications can serve as a master trainer or trainer in his school. A gladiator school can only train gladiators of a particular type if it employs at least one trainer who knows the required proficiency.

Training and Equipment Time and Cost

Gladiator Type	Training Time	Upkeep Cost (2gp/month)	Staff Cost* (15gp/month)	Equipment Cost	Typical Cost
Spearfighter	6 months	12gp	90gp	90gp	192gp
Challenger	6 months	12gp	90gp	90gp	192gp
Striker	7.5 months	15gp	112.5gp	70gp	197.5gp
Shieldbearer	7.5 months	15gp	112.5gp	70gp	197.5gp
Pursuer	7.5 months	15gp	112.5gp	70gp	197.5gp
Netfighter	9 months	18gp	135gp	47gp	200gp
Dualwielder	9 months	18gp	135gp	47gp	200gp

*Assuming a 120-gladiator school with optimal numbers of staff. For adventurer-run schools, use the actual staff cost calculated earlier.

EXAMPLE: Titus is staffing his school of 9 gladiators. Titus himself is a 5th level fighter with Fighting Style (weapon & shield), Combat Reflexes, and Manual of Arms 2, so he qualifies to serve as master trainer himself. He hires two ordinary gladiator trainers, one with Weapon Focus (swords & daggers) and one with Swashbuckling. Titus's school will be able to train gladiators of the spearfighter, challenger, striker, shieldbearer, and netfighter types. His school will not be able to train dualwielders, as neither he nor his trainers know the required proficiency.

Guard: Gladiators are prone to violent rebellion if not kept under guard. A minimum of 1 guard per 20 gladiators is required. Additional guards decrease the chance of a gladiator uprising (see below). Gladiator guards are typically veteran (1st level) heavy infantry – regular troops don't have the fighting skills to stand against gladiators.

Healer: Healers are trained to treat wounds and diagnose illnesses. The vigorous training and frequent injuries sustained by gladiators require the best medical care available. One chirugeon is required per 60 gladiators. A small gladiatorial school may hire a chirugeon as needed at a cost of 2gp per gladiator per month.

EXAMPLE #1: Titus is staffing his school of 9 gladiators. He will serve as master trainer himself. He hires a guard and two gladiator trainers, for a total cost of (25 + 60 + 60) 145gp per month. He will hire a part time chirugeon at a cost of (9 x 2) 18gp per month. His total staff costs are 163gp per month.

EXAMPLE #2: The Imperial Gladiator School in Aura has 120 gladiators. It has one master trainer (250gp/month), 2 chirugeons (200gp/month total), 6 guards (150gp/month total), and 20 trainers (1,200gp/month total), for a total of 1,800gp per month or 15gp per gladiator. (Note that an elite heavy infantry soldier costs 15gp per month in wages, so a gladiator is an equivalent investment.)

CONSTRUCTING THE SCHOOL

Establishing a gladiator school requires buying or building a structure where the gladiators and associated staff can live and train. A typical gladiator school will include a training pit or training arena as well as crude barracks for the gladiators, slightly better accommodations for the guards, and private quarters for the trainers, chirugeons, and master trainer. Schools that maintain exotic creatures must have a menagerie (kennel, stables, rookery, etc.). By default, school structures are made of wood, but if desired, a school can be constructed of stone or concrete walls with wood, tile, or concrete floors for double the cost.

Structure	Cost
Barracks, Specialist (wood walls, earthen floor, one 10' x 10' room per specialist)	30gp / specialist
Barracks, Guards (wood walls, earthen floor, one 10' x 10' room per two guards)	25gp / guard
Barracks, Gladiator (wood walls, earthen floor, one 8' x 8' room per two gladiators)	15gp / gladiator
Menagerie (wood walls, earthen floor, scaled to creature size)	10% of creature's cost
Training Pit (wood walls, earthen floor, 5' x 5' per gladiator)	12gp / gladiator

EXAMPLE #1: Titus is establishing a school of 9 gladiators. A school with living quarters for a master trainer and two trainers (90gp total), a barracks for the guard (25gp), barracks for nine gladiators (135gp), and a training pit for nine gladiators (108gp), costs a total of 358gp. Titus also decides he will add a menagerie with room for a pair of lions, as he plans to expand into beast bouts. Lions cost 750gp each, so the menagerie costs (750gp x 10% x 2) 150gp.

EXAMPLE #2: The Imperial Gladiator School in Aura is constructed of stone with concrete floors. It has living quarters for a master trainer, 2 chirugeons, and 20 trainers (1,380gp), barracks for 6 guards (300gp), barracks for 120 gladiators (1,800gp), and a training pit for 120 gladiators (2,880gp), for a total cost of 6,360gp.

TRAINING GLADIATORIAL CANDIDATES

A lanista who acquires fully-trained gladiators can begin to rent them out immediately. Once they are acquired, the candidate must be trained. Training is a rigorous six-month process in which the candidates learn the rituals of the arena as well as specific armed and unarmed fighting techniques that constitute a gladiator type. Gladiator training is demanding and brutal; candidates are often beaten or whipped, discipline is strict, and freedom is minimal.

The Training and Equipment Time and Cost table shows the time and cost to train the different types of gladiators. The gladiator's type must be selected when he begins his training. Note that lightly-equipped gladiators are assumed to receive more training to compensate for their lighter arms and armor. The training costs are for a 120-gladiator school with optimal numbers of staff, and determine the market price of gladiators. For adventurer-run schools, use the actual staff cost calculated earlier (which will be higher for small schools). Judges may simply require 6 months of training and 200gp per gladiator if a simpler alternative is desired.

At the conclusion of the candidate's training, roll 1d20. On a roll of 1, the gladiator has been maimed, killed, or is otherwise unable to graduate. Unworthy candidates are maimed or killed on a roll of 1-10. Otherwise, the candidate becomes an ordinary gladiator.

Note: An ordinary gladiator's market value is technically equal to (cost of candidate) + (cost of training and equipment) x (20/19). For instance, a spearfighter is worth (40 + 192) x (20/19) 244gp, while a dualwielder is worth (40 + 200) x (20/19) 252gp. For simplicity we have set the value of all ordinary gladiators at 250gp.

Training of exotic creatures for use in gladiatorial games is outside the scope of this article, but detailed rules are available in our ***Lairs & Encounters*** supplement.

RUNNING THE SCHOOL

A gladiator school can be run as a business by an adventurer or adventurer's henchmen as part of ongoing ACKS campaign play.

Each month, a lanista will receive payment from munerators for the use of his gladiators and/or creatures or prisoners. The amount will be (½gp per urban family) x (number of gladiators owned by the lanista) / (total number of gladiators in the urban settlement).

Unless the Judge (role-playing as the munerator) says otherwise, the lanista may choose which of his gladiators to rent out, and which creatures or prisoners to sell. The fee for selling an exotic creature is equal to its trained value. The fee for selling a prisoner is typically 40gp. The fee for renting a gladiator for a bout is 60% of the gladiator's value (62.5% for veterans), twice that if the bout is to the death. No gladiator may be rented out more than three times per year without risking a gladiator uprising. If a lanista cannot provide enough gladiators at the right rents, he can adjust his prices downward (putting a higher-level gladiator at risk for a lower fee); otherwise the funds are spent on rival schools. A gladiator is still entitled to his full prize even if rent is discounted.

Creatures and prisoners are assumed to be slain in the arena or afterwards and are not returned. (Astute lanista will have noted that there is no profit margin in buying trained creatures for use in gladiator games – he must acquire untrained creatures and then tame and train them.)

Gladiators typically live to fight again another day. For each gladiator that the lanista rents out, the lanista rolls 1d10. On a 1-2, the gladiator is slain in the arena. On a 3-5, the gladiator loses his bout, but survives to return to his lanista. On a 6-10, the gladiator wins his bout and returns to his lanista. Gladiators rented in bouts to the death die on a 1-5 and win on a 6-10. A victorious gladiator must be paid a prize by the lanista equal to 20% of his rental fee. Failure to pay prizes may spark a gladiator

uprising. Victorious gladiators earn XP and may advance in level, as described below.

After paying bonuses, the lanista must pay for upkeep of his gladiators and wages for his staff out of his fees. He may use any remaining funds to replace lost gladiators, re-invest in his school, or retain it as profit.

EXAMPLE: Titus's school is now up and running with nine ordinary gladiators (250gp cost, 150gp rent). Each month, the munerators of Arganos expend (4,000 families x 0.5gp) 2,000gp on gladiatorial games. Since Titus owns 9 of the 26 gladiators in Arganos, he is entitled to around 34% (9/26) of the money, or 680gp. Titus decides to rent three ordinary gladiators in bouts to incapacitation (450gp total) and one ordinary gladiator in a bout to the death. Normally a bout to the death would rent for 300gp, but there's only 680gp, so Titus gives the munerator a bargain and charges just 220gp. Titus is renting only four of his nine gladiators, but that's fine because there's a game every month while each gladiator can only fight three times per year.

For each gladiator, Titus now rolls 1d10. First he rolls for the gladiators fighting in bouts to incapacitation. The die rolls are 6, 3, and 2. Gladiator #1 won his bout and must be paid a prize of (150 x 20%) 30gp. Gladiators #2 lost his bout, but was spared by the crowd. Gladiator #3 lost his bout and was slain. Now he rolls for the gladiator fighting to the death. The die roll is a 7 - gladiator #4 was victorious and must be paid a prize of (300gp x 20%) 60gp prize. (The gladiator's prize is not discounted, even though the rent was.)

After collecting his rent, Titus pays out the prizes to his two winning gladiators, costing him (30gp + 60gp) 90gp total. He also pays 250gp to buy a new gladiator; 18gp for upkeep on nine gladiators; and 163gp in staff costs (see the example earlier for how Titus's staff costs were calculated). His total cost is therefore (90gp + 250gp + 18gp + 163gp) 521gp. His profit for the month is (680gp – 521gp) 159gp, enough to afford himself an affluent lifestyle.

Note, however, that if gladiator #4 lost his bout to the death, Titus would have kept the prize (60gp) but then had to replace him (250gp), for a cost of 190gp. That would have put him 31gp in the red! Running a small gladiatorial school can be a risky business.

GLADIATOR UPRISINGS

Gladiator Uprising

Adjusted Die Roll (2d6)	Result
2-	Lead Uprising
3-5	Join Uprising
6-8	Hesitate
9-11	Stay Loyal
12+	Stay Firmly Loyal
Uprising Modifiers	
Circumstance	**Modifier**
Lanista's CHA modifier	+modifier
Lanista has Intimidation proficiency	+2
Lanista is 5th level or higher	+1
Lanista is himself a gladiator trainer	+1
Lanista is himself a master trainer	+2
Lanista pays extra upkeep	+1/gp
Lanista pays inadequate upkeep	-1/gp
Each extra guard per 20 gladiators	+1/extra
Insufficient guards, 1 per 15	-1
Insufficient guards, 1 per 10	-2
Insufficient guards, 1 per 5	-3
Insufficient guards, none	-4
Spark was not lanista's fault	+1

Beneath the glory and glamour, gladiators are slaves - or, at best, desperate men risking death because they have no other options. The conditions in which gladiators are kept can be brutal, and more than one gladiator has decided that the risk of dying in a slave revolt is preferable to death for the amusement of a cheering crowd. All it takes to set off a gladiatorial uprising is the right **spark**.

The following circumstances can spark a gladiator uprising:

» Killing or injuring a gladiator for no reason

» Failing to pay one of the school's victorious gladiator his victory prize.

» Failing to spend at least 2gp in upkeep on all of the school's gladiators.

» Failing to maintain at least 1 guard per 20 gladiators.

» Renting out a gladiator more than 3 times per year.

» Losing 33% or more of the school's gladiators in any given gladiatorial game.

When one of the sparks for a gladiator uprising occurs, the Judge should roll on the Gladiator Uprising table for each of the lanista's gladiators. Apply the gladiator's lanista morale score to the roll. For very large schools, the Judge may roll in batches of 5, 10, 25, or even 100 where appropriate. Apply the modifiers shown on the Uprising Modifiers table where appropriate.

Lead uprising means that the gladiator will lead an uprising as soon as at least 25% of the total number of gladiators (including himself) support it (e.g. are uprising or conspiring). If not enough other gladiators support the uprising, the gladiator will not rebel at this time, but his lanista morale score is reduced by 2 permanently.

Support uprising means that the gladiator will join an uprising if someone else will lead it, or will lead an uprising if at least 50% of the total number of gladiators are ready to support it. If not enough other gladiators support the uprising, the gladiator will not rebel at this time but his lanista morale score is increased by 1 permanently.

Hesitate means that the gladiator feels conflicting loyalties. He will join an uprising after one occurs, but not help one get started. **Stay loyal** means that the gladiator remains loyal to his school and will not join an uprising. **Stay firmly loyal** means the gladiator is so devoted to the school that he will fight against an uprising, if any; his lanista morale score is increased by 1 permanently.

EXAMPLE: Titus's school suffers a bout of bad luck, and loses three of its nine gladiators in the latest games. Losing 33% of the school's gladiators might spark an uprising! The Judge must roll on the Gladiator Uprising table for each of Titus's six surviving gladiators. All of the gladiators have lanista morale scores of -4. Titus is 5th level and qualifies as a master trainer, so the die roll is modified by a total of +3. The spark was not Titus's fault, so the die roll is modified by another +1, The total modifier is therefore (-4 +3 -1) 0 on each roll. The Judge rolls 2d6 six times and gets 11, 8, 2, 4, 6, and 7. Gladiator #1 stays loyal to Titus. Gladiator's #2, #5, and #6 are hesitating. Gladiator #4 supports an uprising, while Gladiator #3 is ready to lead an uprising if 25% or more of the gladiators support it. 2 of 6 is 33%, so Gladiator #3 leads an uprising, supported by Gladiator #4 and joined when it occurs by Gladiator's #2, #5, and #6. #1 stays loyal to Titus, but does not fight against his comrades. Titus has trouble on his hands!

RUNNING GLADIATORIAL BOUTS

Gladiatorial bouts may be resolved as a combat encounter using the rules in ***ACKS***. This a fun option for beloved NPC gladiators, or if adventurers take to the arena themselves.

In most cases, the opponents begin in the arena at a distance of 120' from each other and begin to fight immediately. Munerators may occasionally organize special bouts with unusual starting conditions. For instance, a munerator might construct a pair of galleys side by side in the arena, and have combatants begin on the galleys. Such special bouts are left to the players and Judge to describe.

Begin the bout with initiative rolls by all of the combatants and resolve it as a series of combat rounds, continuing until the bout ends. Special rules apply depending whether the bout is to the death or to incapacitation.

BOUTS TO THE DEATH

Bouts to the death end when all combatants on one side are reduced to 0hp or less. When the bout ends, immediately roll on the Mortal Wounds table for each incapacitated combatant on the *winning* side as if treated by a healer using *cure light wounds* within one round (+5). The result of this roll reveals the state of each incapacitated combatant on the winning side. Do *not* roll on the Mortal Wounds table for incapacitated combatants on the *losing* side. All combatants on the losing side are slain by the surviving victors or (if the surviving winners can't or won't do so) by officials of the game.

BOUTS TO INCAPACITATION

During bouts to incapacitation, all attacks must either be special maneuvers or incapacitating attacks (per ***ACKS***, an incapacitating attack imposes a -4 penalty on the attack throw, but deals nonlethal damage). The penalty to attack throws tends to lengthen the bouts, much to the pleasure of the spectators.

Cheating: If a gladiator makes any normal attack during a bout to incapacitation, he is considered to have **cheated**. As soon as a gladiator cheats, his opponent(s) in that bout and *all future bouts* may thereafter use normal attacks against the gladiator without being considered cheating. This penalty lasts until the gladiator wins a bout without cheating. Cheating gladiators who lose a bout are much more likely to be slain by the crowd. Cheating gladiators who win suffer no penalty, however. Everyone loves a winner!

Surrender: When a gladiator is reduced to 1/2hp or less during a bout to incapacitation, he must immediately make a morale roll of 2d6. Add the gladiator's arena morale score to the result. If the total is 5 or less, the gladiator surrenders. PC gladiators do not need to make morale rolls.

Ending the Bout: Bouts to incapacitation end when all combatants on one side have surrendered or are reduced to 0hp or less. When the bout ends, roll on the Mortal Wounds table for each incapacitated combatant as if treated by a healer using *cure light wounds* within one round (+5). Modify the die roll by +1 per point of nonlethal damage dealt before the combatant was knocked unconscious. The result of this roll reveals the state of each incapacitated combatant.

Crowd Reaction

Adjusted Die Roll	Result
2-	Hateful
3-5	Bloodthirsty
6-8	Uncertain
9-11	Merciful
12+	Enthusiastic

Reaction of the Crowd: The fate of any surviving gladiators on the losing side is now decided by the crowd. Roll 2d6 on the Crowd Reaction table for each losing survivor. If the survivor is a regular gladiator, always add +1. For veterans, apply the modifiers shown on the Bout Modifiers table as well as any reaction roll modifiers that might otherwise apply (such as a Mystic Aura proficiency bonus or a Thrassian's Fear and Revulsion penalty).

Bout Modifiers (veterans only)

Circumstance	Modifier
Gladiator's CHA modifier	+modifier
Gladiator has relevant Performance proficiency	+1/rank
Gladiator has Manual of Arms proficiency	+1/rank
Gladiator has won prior bouts	+1/win
Gladiator has lost prior bouts	-1/loss
Gladiator succeeded with special maneuvers	+1/maneuver
Gladiator has positive sobriquet	+1
Gladiator has negative sobriquet	-1
Gladiator's morale broke	-2
Gladiator is a cheater	-5

A **hateful** crowd is disgusted by the survivor's cowardly behavior. The gladiator is slain in a torturous, humiliating, and shameful manner. The gladiator's owner must refund the munerator for the cost of the rental of his pathetic gladiator. A **bloodthirsty** crowd is unimpressed with the valor of the defeated gladiator, and demands his blood. The defeated gladiator is swiftly slain by a surviving victor or (if one can't or won't do so) by officials of the game. An **uncertain** crowd is wavering, conflicted between its respect for the defeated gladiator's fighting prowess and its lust for blood. If the munerator is a PC, he may decide whether to treat this as a bloodthirsty or merciful result. Otherwise, roll again. A second uncertain result means that the gladiator is spared, but gains a negative sobriquet such as "second-chance" or "shivering" (see below). A **merciful** crowd favors the defeated gladiator with its mercy. He will live to fight again! An **enthusiastic** crowd cheers with wild acclaim for the defeated gladiator. Despite his loss, he holds their favor. He lives to fight again another day, and gains a sobriquet inspired by his glorious defeat, such as "iron-skinned" or "blood-hardened" (see below).

GAINING A SOBRIQUET

Sobriquets are short nicknames and are always related to the circumstances under which they are gained. Sobriquets may be positive or negative. A positive sobriquet increases the gladiator's morale score by 1 point, and improves the crowd's reaction to the gladiator if he is defeated. A negative sobriquet has the opposite effect. A gladiator may have only one sobriquet at a time.

A victorious gladiator gains a positive sobriquet at the end of a bout if he wins with just one attack; if he defeats an opponent in the bout with an attack rolling an unmodified 20; or if he defeats an opponent with a positive sobriquet while he has none. A defeated gladiator gains a positive sobriquet if he receives the enthusiasm of the crowd (as above). A defeated gladiator gains a negative sobriquet if he is spared by an uncertain crowd (see above). The sobriquet gained is determined by the Judge.

EARNINGS AND EXPERIENCE

A gladiator who wins a bout is awarded a prize by his lanista. The prize is equal to 20% of his defeated opponent's rent. A lanista who does not award prizes to his victorious gladiators may spark a gladiator uprising (discussed later).

Gladiators earn XP each time they win a bout. As encounters in an arena are kill-or-be-killed with no opportunity for diplomacy, magic, or retreat, they are worth more XP than adventure encounters. Victorious gladiators share XP equal to the gp value of the defeated opponent or opponents.

> EXAMPLE: Marcus, a 2nd level fighter, has been enslaved as a gladiator. In his first bout, he defeats Antonius, a 2nd level fighter. Normally defeating a 2** HD opponent would only be worth 38 XP, but because Marcus is facing an opponent in a gladiatorial game, he gains XP equal to Antonius's gp value. As a 2nd level gladiator, Antonius has a gp value of 900gp, so Marcus gains 900xp.

A 0th level ordinary gladiator who earns 100 XP from adventuring advances to become a 1st level fighter. The character gains the fighter powers, attack throws, and saving throws, but does not gain a new class proficiency. The character re-rolls his hit points using his new class's Hit Die (1d8), keeping either his new hp total or his prior hp total if it was higher. The gladiator's ability scores can be determined at this time as well; roll 3d6 in order, but re-roll STR, DEX, and CON results of less than 9, representing his training.

BOUTS AGAINST CREATURES

While most gladiatorial bouts pit man against man, munerators often add to the thrill by introducing wild animals and exotic creatures to the arena. In ancient Rome, battle against beasts was the province of specialized fighters known as bestiarius. In the Auran Empire and other fantasy settings, any type of gladiator may encounter a creature in the arena. Bouts against creatures of animal intelligence are always to the death. They otherwise follow the standard rules.

The following animals were used historically in the games: bears (black and grizzly), cats (lions, mountain lions, panthers), dogs (hunting or war), elephants, herd animals, rhinoceroses, or wolves. In fantasy settings, the following additional animals would likely also be popular: apes (white), baboons (rock), bears (cave and polar), boars (giant), cats (tigers and sabre-tooth tigers), giant lizards (any), giant snakes (pythons) giant varmints (any), and wolves (dire). Prices for all of these creatures can be found in ***Domains at War: Campaigns*** and ***Lairs & Encounters***. See Monstrous Gladiators, below, for further information on bouts against creatures.

GLADIATORIAL EQUIPMENT

Armor	Cost	Description
Arena Armor, Heavy	50gp	AC 4
Arena Armor, Light	30gp	AC 2
Cestus	3gp	Lethal brawling damage
Helmet, Heavy	20gp	+2 v. mortal wounds
Helmet, Light	0gp (5gp)	-1 AC if not present

Arena Armor, Heavy: A set of stylized heavy armor designed to expose the wearer's attractive form and musculature while fighting. Depending on the wearer's taste and style, heavy arena armor can include form-fitting leather, scale, or lamellar; sections of mail; and/or solitary pieces of plate on limbs and vital areas. It provides 4 points of protection and weighs 4 stone and counts as chain armor for game purposes. Historical examples of heavy arena armor include that of the hoplomachus, provocator, and thraex types.

Arena Armor, Light: A set of stylized light armor designed to expose the wearer's attractive form and musculature while fighting. Depending on the wearer's taste and style, light arena armor can include form-fitting cloth or leather; thin straps of mail; and/or solitary pieces of plate on the limbs. It provides 2 points of protection and weighs 2 stone and counts as leather armor for game purposes. Historical examples of light arena armor include that of the dimachaerus, myrmillo, retiarius, and secutor types.

Cestus: A pair of armored battle gloves, made with leather strips and fitted with blades, spikes, and/or iron plates. Characters equipped with cestus may deal 1d3 points of lethal damage with a punch.

Helmet, Heavy: This is a metal close-faced or visored helmet that completely covers the face, head, and neck. A heavy helmet must be purchased separately from a suit of armor. Wearing a heavy helm imposes a -1 penalty to surprise rolls and -4 penalty to proficiency throws to hear noise but offers a +2 bonus on d20 rolls made on the Mortal Wounds table. Historical examples of heavy helmets include the classical Corinthian helmet, Roman gladiatorial helmets, and the medieval armet, barbute, close helm, great helm, and hounskull.

Helmet, Light: This is any leather or metal open-faced helmet designed to protect the head and neck while maintaining unrestricted sight and breathing. A light helmet is included in the cost of any suit of armor. If a suit of armor is worn without a helmet, decrease the character's armor class by 1 point. A light helmet can be purchased separately from a suit of armor at a cost of 5gp but provides no in-game benefit. Historical examples include the Illyrian, Phyrgian, Boeotian, Attic, and Galean helmets of Antiquity, the medieval bascinet, nasal helm, and spangenhelm, and the Renaissance burgonet and sallet.

FANTASTICAL GAMES

In a world where adventurers can capture fantastic monsters and mages can hurl bolts of lightning across the heavens, gladiatorial games require some additional considerations. The Auran Empire setting is assumed as the default here, but the guidelines can be easily adapted to other settings.

ADVENTURERS AS GLADIATORS

Adventurers might become gladiators by coercion or by choice. If by choice, the adventurer must decide whether to sign a gladiatorial contract or fight bout-by-bout.

FIGHTING UNDER COERCION

Adventurers don't win every battle against monsters, and a party of defeated adventurers might be sold to fight in, e.g., the slave-pits of Kemesh. Such adventurers will stripped of all their equipment and sent to gladiator training.

Adventurers might also be coerced into becoming gladiators if they run up debt or face punishment for a crime. A debtor can assign the value of his gladiatorial contract (his GP value) to his creditor. A perpetrator can assign the value of his gladiatorial contract to pay off his fine. A perpetrator who pays three times the amount of a fine can avoid other associated punishments for his crimes, so it is not uncommon for perpetrators facing death or maiming to become gladiators.

> EXAMPLE: Reingo the Ruthless, a 4th level thief, is facing punitive punishment for robbery– execution and fined 1,200gp. Reingo sells himself as a gladiator. As a 4th level character, his contract is worth 3,600gp. That is three times his fine, so he avoids being executed.

Once enslaved as gladiators, they will live in chains in the gladiator school, fighting three times per year until they die or win their freedom under the customary terms – 10 victories or 15 bouts. The gladiator has a 25% chance per month of fighting a bout.

FIGHTING UNDER CONTRACT

Lanista are always looking for fresh talent for their schools. An adventurer who signs a contract will receive a signing bonus

Beastman Race	Candidat Cost	Training Time	Trainin Cost*	Equipment Cost	GP Cost	Rental Fee	Equipment
Bugbear	900gp	10 months	200gp	10gp	1,115gp	700gp	Shield, battle axe, dagger
Gnoll	375gp	6 months	120gp	70gp	575gp	360gp	Light arena armor, heavy helmet, shield, battle axe, dagger
Goblin	16gp	4 months	80gp	70gp	170gp	100gp	Light arena armor, light helmet, shield, short sword, dagger
Hobgoblin	250gp	6 months	120gp	90gp	475gp	300gp	Heavy arena armor, heavy helmet, shield, spear, short sword
Kobold	16gp	2 months	40gp	70gp	130gp	78gp	Light arena armor, light helmet, shield, short sword, dagger
Lizardman	500gp	10 months	200gp	25gp	750gp	470gp	Light helmet, shield, short sword, dagger
Minotaur	1,450gp	14 months	365gp	10gp	1850gp	1,155gp	Great axe
Ogre	1,000gp	10 months	260gp	10gp	1275gp	800gp	Great axe
Orc	40gp	6 months	120gp	70gp	230gp	145gp	Light arena armor, light helmet, shield, short sword, dagger
Troll	8,500gp	8 months	208gp	0gp	8,725gp	5,450gp	None

*Includes upkeep and staffing cost with 7 extra guards (to compensate for -6 morale)

equal to his GP value. He will thereafter be paid 20% of his rental fee per win. In exchange, however, he must live at the school, training daily under the direction of its master trainer, until has earned 10 victories or survived 15 bouts. The gladiator has a 25% chance per month of fighting a bout.

An adventurer's GP value under the customary contract (10 wins/15 bouts) will be equal to a gladiator of his level, or approximately (henchman wage + 3gp) x 16. (Note: This is less than the usual x33 implied by ACKS's secret ratio; the reason is that gladiators have short careers whereas the secret ratio assumes an annuity-like investment.) The value of the contract decreases by 1/10th per win or 1/6th per bout, whichever is greater.

An adventurer who tires of gladiatorial life may attempt to buy out his own contract. A reaction roll of 9+ is required to persuade a lanista to sell. The reaction roll is subject to the usual modifiers for ability scores and proficiencies, and by +/-1 per 10% variance in the offering price.

FIGHTING BOUT BY BOUT

An adventurer who fights bout-by-bout will simply be paid the appropriate rental fee of 62.5% of his implied GP cost. Since lanista prefer to use their own contracted fighters, a reaction roll of 12+ is required to persuade a lanista to use the adventurer instead. The reaction roll is subject to the usual modifiers for ability scores and proficiencies, and by +/-1 per 10% variance in the offering

GLADIATOR TRAINING

All gladiators, adventurers or not, are expected to fight in one of the traditional styles. Adventurers who already have the appropriate class proficiencies, weapon selection, and armor selection may enter the arena after a short demonstration of their skills. Other adventurers will be expected to go through gladiator training. Adventurers who pursue training must succeed on a roll of 1d20 against the attack target value of a 13th level character of their own class (e.g. 2+ for fighters, 4+ for clerics, 6+ for mages). Apply the character's modifiers from STR, DEX, or CON to the roll. A natural 1 always fails. Failure means the character is maimed or killed (treat as a **dismember** spell). Success means the character learns the use of the weapons and armor related to the style, and may change one of his existing class proficiencies to the class proficiency he receives in training, even if otherwise forbidden to him.

At the Judge's discretion, adventurers might be treated as "extraordinary gladiators" who fight in a unique style in special matches against exotic creatures or other adventurers.

INFAMY

Gladiators are considered to be disreputable individuals. Adventurers who become gladiators suffer a permanent -2 penalty on reaction rolls with NPCs who are aware of their profession. Everyone already thinks the worst of Thrassian Gladiators, so the penalty does not apply to them. The penalty also does not apply when encountering NPCs in the trade (munerators, lanista, trainers, and other gladiators) or when using the Intimi-

dation or Seduction proficiencies. The penalty is waived if and when the gladiator becomes a domain ruler.

THRASSIAN GLADIATORS

In Kemesh, it is a mark of opulence and power for a munerator to field Thrassians in his gladiatorial games. The following special rules apply to Thrassian gladiators.

Gladiator Value: Due to their fighting prowess and prestige value, Thrassian gladiators are worth 20% more than comparable human gladiators. For instance, a 1st level Thrassian gladiator is worth 540gp instead of 450gp.

Gladiator Style: Thrassian gladiators are trained in one of the gladiatorial styles and in most bouts they will use the weapons and armor of their style. However, Thrassian gladiators may also be fought "as savages". In such bouts, the Thrassian has no weapons and equipment at all. The traditional opponents for Thrassian gladiators fighting "as savages" are spearfighters. These bouts symbolize the Zaharan conquest of the Thrassian Empire, and the spearfighters' arms and armor will be patterned in Antique Zaharan styles.

Ordinary Thrassian Gladiators: The Thrassian gladiators presented in the Player's Companion are all already arena veterans (1st level characters). This necessarily implies the existence of 0-level ordinary Thrassians who are just entering the arena. A 0-level Thrassian gladiator is subject to the following rules:

» He has 1-1 HD instead of 1 HD.

» His attack throw is 11+ instead of 10+.

» His hide provides a +2 bonus to AC instead of +3.

» He does not gain his +1 bonus to damage.

» He becomes a 1st level Thrassian gladiator after acquiring 100 XP.

Gladiatorial Schools: At 9th level (Thrassian Warlord), a Thrassian gladiator can establish a **gladiatorial school** in lieu of a castle. If he does so, up to 1d4+1x10 0th level gladiator candidates will immediately be available for training. The Thrassian does not have to pay 40gp per candidate; this represents volunteers willing to risk everything for training by the Thrassian. The Thrassian will also get access to 1d6 additional gladiator of 1st-3rd level available for purchase. Due to his reputation for victory and rise from slave to champion, a Thrassian Warlord commands unusual loyalty from his gladiators. Their lanista loyalty score is 0 instead of -4.

BEASTMAN GLADIATORS

Beastmen gladiators are popular antagonists in the gladiator games. Bred for war, beastmen delight in the violence and bloodshed of the arena. Because of beastmen's rapaciousness and cruelty, they are widely hated by mankind, so crowds are always thrilled to see a beastman's life brought to a bloody and well-deserved end at the hands of a beloved champion.

ACQUIRING BEASTMEN GLADIATORS

Beastmen gladiators are typically acquired as prisoners of war. No more than 10% of beastmen prisoners captured in battle will be suitable in age, health, intelligence, and temperament to be gladiator candidates. If the lanista has captured the prisoners himself, he does not have to pay for the prisoners, but otherwise he must pay their cost. The cost to purchase a beastman gladiator candidate is shown on the Beastmen Gladiator table below. It is typically much higher than their cost as slave laborers.

TRAINING BEASTMEN GLADIATORS

Like other candidates, beastmen candidates must be trained as gladiators before entering the games. However, the training for beastmen gladiators is quite different than for humans and demi-humans. (Only hobgoblins actually gain proficiencies from training.) Beastmen have none of the aversion to violence that the more civilized races display, nor do they need much training in the use of weapons. Extensive training is required, however, to restrain their savagery. They must be literally beaten into submission, so that they fear the lanista more than anything else. The required training time is 6 months + 2 months x the beastman's morale score.

A trained beastman has an arena morale score equal to his base morale score, and a lanista morale score of -4. An untrained beastman has a lanista morale score of -6, and if sent into the arena he must make a morale roll every round on the Gladiator Uprising table. If a **Join uprising** result is rolled, the beastman gladiator immediately rebels – he might attack the referee, clamber over the walls into the crowd, assault the guards, or cannibalize the fallen. This is, of course, a great embarrassment for the munerator and the lanista who provided the beastmen, although the crowds often find it amusing.

The Beastman Gladiator table, below, shows the races of beastmen along with the cost to buy the candidate, time required to train the candidate, cost to train and equip the candidate, GP cost, rental fee, and equipment. Traditionally, one or more beastmen gladiators are pitted against one or more spearfighters

bearing arms and armor patterned after Auran League styles, in bouts that symbolize the combats of the Beastmen Wars.

HALFLING GLADIATORS

No civilized realm permits halflings to be gladiators, as this would make a mockery of the games. In Kemesh and the Ivory Kingdoms, however, halflings are sometimes fed to exotic creatures for the amusement of the crowds, in a type of half-time show.

MONSTROUS GLADIATORS

Munerators are often tempted to introduce monsters into their gladiatorial games. What could be more spectacular than to thrill the crowd with a fire-breathing hellhound, a soaring wyvern, or a mighty dragon! Such showmanship has lead to large-scale property destruction and mass casualties when the monsters got out of control.

The civilized realms of the Auran Empire region have therefore restricted the use of monsters in the arena:

» Only tame, trained monsters of animal intelligence can be used, or sapient creatures under contract. Charmed and polymorphed creatures are not permitted, as a simple **dispel magic** cast from the stands can be catastrophic.

» No monsters with area of effect abilities, magical abilities, or ranged attacks are permitted due to risk to the spectators. A manticore is permitted if its tail spikes are removed.

» No burrowing monsters are permitted due to potential damage to the amphitheater.

» No flying monsters are permitted except in rare "aerial bouts" which require the permission of the realm ruler. Winged monsters may be used if they have had their wings clipped to prevent flight.

» No Lawful creatures, undead, or vermin are permitted in the games of the Auran Empire or Somirea. (Undead and vermin are permitted in games held in Celdorea, Kemesh, or the Ivory Kingdoms.)

The following monsters are favored by munerators: amphisbaena, griffon*, hippogriff*, hydra, hydra (any), owl bear, phase tiger, skittering maw, wyvern*, yali. (*The monster must have its wings clipped.) Prices for all of these creatures can be found in ***Domains at War: Campaigns*** and ***Lairs & Encounters***. Many adventuring parties find profitable work in the capture and delivery of exotic creatures to munerators for their games.

Occasionally munerators are tempted to use **charm** spells to avoid the need for taming or training, or to use **polymorph** magic to introduce extremely rare monsters into their games. Such practices are illegal, and rulers or rivals may hire mages to cast **dispel magic** from the stands to easily expose them. If caught, the munerator will be charged with sedition, a crime punishable by proscription or execution.

MAGIC IN THE ARENA

By custom, the use of magical abilities, magical items, and spells is banned in the gladiatorial games. At the start of a gladiatorial game, all of the gladiators are brought together below the arena, where a spellcaster with Sensing Power proficiency assesses whether any of them are spellcasters. He then casts **detect magic** upon them and their equipment. Gladiators who are spellcasters, or who are under the effects of spells or carrying magical items, are barred from participating. After this process is completed, the gladiators are kept isolated in holding cells to ensure that they cannot be enchanted or re-equipped afterwards.

Since the rewards of victory are great, and the costs of failure are high, some lanista attempt to break the prohibition against magic through bribery, charms, infiltration, etc. Judges may resolve such attempts as adventures in themselves, or treat them as Smuggling hijinks, applying a penalty to the proficiency throw equal to the level of the gladiator benefiting from the attempt (as more prominent champions are subject to more attention). Gladiatorial games are considered sacred festivals of the gods, so breaking the prohibition against magic is considered heresy, with punishment ranging from execution to fates worth than death.

SPELLCASTING

At the discretion of the munerator, and with the agreement of all the participating lanistae, some magic may be permitted in the gladiatorial bouts, usually between champions, or between champions and exotic creatures. Permitted spells and abilities might include **arcane striking**, **bless**, **death healing**, **haste**, **sharpness**, **shimmer**, **swift sword**, **striking**, or similar effects that enhance the gladiator's prowess in battle. Other effects may also be permitted depending on the nature of the combatants and the protections afforded by the amphitheater. Spells, items, and abilities that are virtually never permitted in a gladiatorial game include:

» Effects that could harm or manipulate spectators, such as area of effect blast magic, enchantments, or illusions

» Effects that could permit the gladiators to escape the arena, such as **dimension door**, **fly**, or **spider climb**

» Effects that could spoil the audience's view of the battle, such as **invisibility** or **phantasmal force**

» Effects that prevent the opponents from harming each other, such as **protection from normal weapons**

» Effects that could allow the enemy to be defeated without bloodshed, such as **charm person** or **disintegrate**

The permitted spells or abilities will be specified in advance in a contract between the munerator and lanistae. Because bouts are typically fought between opponents of equal value, when one gladiator is enhanced with magic, his opponent must be similarly augmented or the fight is considered unfair.

However, when a fighter or other nonmagical character is facing a spellcaster of similar level, it is generally considered fair to allow the opponent to enhance himself with his own abilities, subject to the rules above. For instance, if a 5th level fighter faces a 5th level bladedancer, it would be considered fair for the bladedancer to enhance herself with **swift sword** and **shimmer**.

When permanent magic items are used, the gladiator's value is considered to be increased by the magic item's base cost / 33. For instance, a **sword +1** costing 5,000gp increases a gladiator's value by 150gp. An ordinary gladiator with a +1 sword is worth (250gp + 150) 400gp, putting him almost on par with a 450gp 1st level veteran gladiator (their attack throws and damage will be the same, but the veteran will still have an edge in hit points).

RESTORATION OF LIFE AND LIMB

If a favored gladiator is maimed or accidentally slain in the arena, his lanista might pay a divine caster to cast **restore life and limb** on the gladiator. If so, the lanista will add the cost of the casting to the gladiator's contractual obligation. Divide the cost of the spell (500gp) by the gladiator's rent (rounded up) to determine how many extra bouts the gladiator must fight or win before gaining his freedom. The gladiator may return to the games as soon as he recovers from the restoration.

However, if a gladiator is slain in the arena in a bout to the death or slain in a bout to incapacitation because the crowd called for his death, he is not permitted to return to the gladiatorial games even if restored to life. He is "dead to the games." Lanista do not typically consider restoring the gladiator to life to be a worthwhile investment in this case, unless they think the gladiator might be valuable as a master trainer.

Sometimes, a wealthy gladiator may make a contract with his lanista to restore him to life if slain. The gladiator must deposit a sum equal to both the cost of the spell (500gp) and half the value of the remainder of his contract with his lanista in advance, which the lanista keeps if the gladiator is slain and restored. Failing to honor such a contract may spark a gladiator uprising.

EXAMPLE: Marcus is a 5th level fighter under contract with Titus. A 5th level gladiator is worth 7,200gp. However, Marcus has won 7 bouts, so the value of his contract is reduced 7/10ths to 2,160gp. Marcus is worried that he might die before he wins his freedom, so he deposits [500gp + (2,160gp/2)] 1,580gp with Titus under contract to restore him if he is slain. (Note that if Marcus had a bit more money he could simply buy his freedom.)

GAMBLING ON THE GAMES

Adventurers may bet on the gladiatorial games. The maximum bet any adventurer may make during a gladiatorial game is 25gp per gladiator in the settlement. No character will be allowed to bet more than his monthly wage (it's too risky for the bookies). An adventurer's wager may be distributed across a variety of bouts, or placed on a single bout, as desired. Gladiatorial bouts are presumed to be fair, so a winning bet pays 1:1, less a 10% fee for the bookies.

EXAMPLE: Viktir is betting on the gladiatorial games in Arganos. There are 26 gladiators in Arganos, so the maximum permitted bet is 650gp. He bets all 650gp that Marcus will beat Rakh. If Marcus wins, Viktir will earn [650gp - (.10 x 650gp)] 585gp.

Those who would prefer a more robust system of calculating the odds between gladiators can use the following rules.

CALCULATE EXPECTED TIME TO VICTORY

A gladiator's **Expected Time to Victory (ETV)** is calculated as: (Opponent's hit points) / { [21 - (gladiator's attack throw + opponent's AC)] / 20 x (gladiator's average damage) }

If a gladiator's initiative bonus is greater than that of his opponent, decrease his ETV by the difference x 0.1. If a gladiator's initiative bonus is less than that of his opponent, increase his ETV by the difference x 0.1.

EXAMPLE: Marcellus is a 1st level fighter with STR 16 and Weapon and Shield proficiency equipped with heavy helmet, heavy arena armor, shield, and sword. His characteristics are AC 4, hp 7, attack throw 8+, damage 1d6+3 (average 6.5), initiative bonus 0. His opponent, Tavicus, is a 1st level fighter with DEX 14 and Swashbuckling proficiency equipped with light arena armor and two swords. His characteristics are AC 3, hp 6, attack throw 9+, damage 1d6+1 (average 4.5), initiative bonus +1.

Marcellus has an expected time to victory of 6 / { [21 – (8+3)] / 20 x (6.5) } = 1.8 combat rounds. Since he has a one-point lower initiative bonus than his opponent, his expected time to victory is increased to 1.9. Tavicus has a time to victory of 7 / { [21 – (9+4)] / 20 x (4.5) } = 3.9 combat rounds. Since he has a one-point better initiative bonus than his opponent, his expected time to victory is decreased to 3.8.

Die Roll	Time to Victory
2	+2.5
3	+2.0
4	+1.5
5	+1.0
6	+0.5
7	No Change
8	-0.5
9	-1.0
10	-1.5
11	-2.0
12	-2.5

If a gladiator is equipped with a spear or polearm, increase his average damage and initiative bonus by 1 for purposes of calculating Expected Time to Victory.

EXAMPLE: If Marcellus were armed with a spear instead of (or in addition to) a sword, his average damage would be treated as 7.5 and his initiative bonus would be treated as +1. This would give him an expected time to victory of 6 / { [21 – (8+3)] / 20 x (7.5) } = 1.6 combat rounds. Tavicus would have a time to victory of 3.9 combat rounds.

CALCULATE THE ODDS OF THE GLADIATORIAL BATTLE

The odds of a gladiator winning are calculated as [(Opponent's ETV) / (Gladiator's ETV)]2 to 1. The odds determine the pay-out for characters that gamble on the battle.

EXAMPLE: Marcellus's odds of winning are [(3.8) / (1.9)]2 = 4 to 1. Tavicus's odds of winning are [(1.9) / (3.8)]2 = 0.25 to 1, or 1 to 4.

DETERMINE THE WINNER OF THE GLADIATORIAL BATTLE

Each gladiator rolls 2d6 and consults the Time to Victory table below. The gladiator's Time to Victory is equal to his Expected Time to Victory modified by the value on the table. Time to Victory cannot be reduced to less than 0.1. The gladiator with the lowest resulting Time to Victory is the winner of the contest.

EXAMPLE: Marcellus has an expected time to victory of 1.9 combat rounds. He rolls 2d6 and the result is a 7. His time to victory does not change. Tavicus has an expected time to victory of 3.8 combat rounds. He rolls 2d6 and the result is an 11. His time to victory decreases to 1.8 combat rounds. Tavicus wins in 1.8 combat rounds - an incredible upset!

5

ISSUE FIVE

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SOME MAGIC IS MINOR, SOME MAGIC IS MONSTROUS, AND SOME IS NOT MAGICAL AT ALL...

- **Hedge Wizardry and Village Wisdom: adding cantrips to your ACKS campaign**
- **Potions, Lotions, & Other Commotions: minor magical items to brew and craft**
- **Of Mischief and Mountebanks: just because magic is real doesn't mean every magician is!**
- **A Blight Upon the Earth: despoiling the Land for Power**

HEDGE WIZARDRY & VILLAGE WISDOM

ADDING CANTRIPS TO YOUR ACKS CAMPAIGN

By Alexander Macris

Hedge wizards – cunning-folk, wise women, witch doctors – were a genuine historical phenomenon. We must be skeptical of their alleged magical abilities, of course, but that they existed in large numbers is well-attested throughout history. For instance, Owen Davies' book *Popular Magic: Cunning-folk in English History* investigates how common the various practitioners of magic were in England during the Tudor era. He concludes that every parish (of which there were 15,000) likely had a handful of minor magic-workers, fortune-tellers, and witches, with professional hedge wizards numbering 3,000 to 5,000. More aggressive estimates argue for several hundred thousand magical practitioners in England during the Tudor era, when the total population was only 3 million. There were, of course, another 15,000 parish priests and an entire hierarchy of deacons, monks, nuns, and other servants of the divine. In Tudor England, then, there was at least one practicing "spellcaster" for every 85 people, and possibly one for every 10 people!

According to the Demographics of Leveled Characters table in ***ACKS***, a small hamlet of about 30 families (150 people) will likely count one 3rd level, one 2nd level, and seven or eight 1st level characters among their number. Of these, 20% will be divine casters and 10% will be arcane casters – three casters in total. We might imagine such a hamlet to include a 2nd cleric, a 1st level antiquarian witch or priestess, and a 1st level mage; or a 2nd level mage, a 1st level cleric and a 1st level priestess; or any other similar variant. ***ACKS***, then, suggests one spellcaster for every 50 people, somewhere in the mid-range of historical estimates. As I wrote in the *Auran Empire Primer*, "magic is as abundant [in ACKS] as the ancients of our own world believed it to be in theirs." And that's clearly the case.

But what do all these spellcasters *do*? That's a little less clear. Because ***ACKS*** is geared to be a game about adventurers and conquerors, its spell selection is heavily geared towards adventure, combat, exploration, and war. In contrast, history's hedge wizards have tended to assist with more miscellaneous matters – frightening away minor spirits, curing the common cold, locating lost objects, and so on. A 1st level priestess can heal when you've been stabbed, but she can't help you with a wart on your finger. A 1st level mage can put to sleep an entire squad of enemy soldiers – but he can't help you find your missing ox-harness.

This article fills in the gap with new spells, new proficiencies, and more.

CANTRIPS

Cantrips are minor spells - easy to learn, and not unduly demanding to cast, but highly limited in scope and power. In game terms, a cantrip is a spell designed using the Player's Companion Spell Power Guidelines that meets the following criteria:

» The spell's effect does not scale with level.

» The spell's duration is either concentration, instantaneous, or one day or less.

» The spell's total cost (spell effect x modifiers) is one spell point or less.

Spell building notes are included with each new spell herein. New effects and modifiers are underlined.

LEARNING AND CASTING CANTRIPS

Arcane cantrips can be learned and cast by any character who possesses the Hedge Wizardry proficiency. Divine cantrips can be learned and cast by any character who possesses the Village Wisdom proficiency. These new proficiencies are described below. Cantrips are learned and cast like spells.

MAGICAL RESEARCH OF CANTRIPS

Cantrips can be learned through magical research, and enchanted into potions, scrolls, and permanent magic items like spells. For purposes of magical research, cantrips count as 1/5 level spells (e.g. they require 20% as much time and money as 1st level spells.)

PROFICIENCIES

Hedge Wizardry: The character gains the ability to learn and cast arcane cantrips. A character may take Hedge Wizardry multiple times. A character with Hedge Wizardry can cast a number of arcane cantrips per day equal to the maximum number of 1st level arcane spells he can cast per day plus his ranks in this proficiency. The character can have a number of arcane cantrips in his repertoire equal to the maximum size of his 1st level arcane repertoire plus his ranks in this proficiency. When this proficiency is first selected, and each time it is selected thereafter, the character immediately learns one arcane cantrip. The character can learn additional cantrips from his master when advancing in level, by finding scrolls with cantrips, or by finding a spellbook with cantrips, as per Adding New Spells to the Repertoire in ACKS.

EXAMPLE: Quintus is a 1st level mage with INT 16. He can cast one 1st level arcane spell per day, and he can have up to three 1st level arcane spells in his repertoire. Quintus selects Hedge Wizardry as his 1st level class proficiency. He can now cast two arcane cantrips per day and have up to four arcane cantrips in his repertoire. He immediately learns one arcane cantrip, and can learn others through the usual methods. When he reaches 6th level, Quintus is able to cast two 1st level spells per day and can have up to four 1st level spells in his repertoire. He decides to select a second rank of Hedge Wizardry as his 6th level class proficiency. Now Quintus immediately learns another cantrip, can have up to six arcane cantrips in his repertoire, and can cast up to four arcane cantrips per day.

In some campaign settings, it may be possible for a character to select Hedge Wizardry without having the ability to cast spells. Such a character gains the ability to learn and cast arcane cantrips. The character can cast a number of arcane cantrips per day equal to his ranks in the proficiency. The character can learn a number of arcane cantrips equal to his ranks in the proficiency plus his INT modifier. The character can use magic items such as scrolls or wands enchanted with arcane cantrips, but cannot perform magic research or use other restricted magic items.

Village Wisdom: The character gains the ability to learn and cast divine cantrips. A character may take Village Wisdom multiple times. A character with Village Wisdom can cast a number of divine cantrips per day equal to the maximum number of 1st level divine spells he can cast per day plus his ranks in this proficiency. The character's repertoire of divine cantrips will be equal in size to his repertoire of 1st level divine spells. The character's specific spell list will depend on his class and deity as well as the Judge's discretion. Suggested spell lists for various classes in the Auran Empire campaign setting are described below.

In some campaign settings, it may be possible for a character to select Village Wisdom without having the ability to cast spells. Such a character gains the ability to learn and cast divine cantrips. The character can cast a number of divine cantrips per day equal to his ranks in the proficiency. The character will gain a spell list, selected by the Judge to reflect his class and deity, of four divine cantrips. The character can use magic items such as scrolls or staves enchanted with divine cantrips, but cannot perform magic research or use other restricted magic items.

PROFICIENCY LISTS

Unless the Judge rules otherwise, all character classes capable of casting arcane spells can select Hedge Wizardry as a class proficiency, and all character classes capable of casting divine spells can select Village Wisdom as a class proficiency.

Dabblers in the Art: At the Judge's discretion, he may also add Hedge Wizardry to the class proficiency list of Assassins, Bards, and Thieves, and may add Village Wisdom to the class proficiency list for Anti-Paladins, Mystics, and Paladins.

EXAMPLE: The Judge has added Hedge Wizardry to the Thief proficiency list. Ashen Mice-Catcher, a notorious thief with INT 13, was a mage's apprentice in his youth. He has one rank of Hedge Wizardry. The Ashen Mice-Catcher can cast one arcane cantrip per day, and can have up to two arcane cantrips in his repertoire. He cannot perform magic research or use items restricted to arcane casters, however, unless they are enchanted with cantrips.

Folk Magic Abounds: If the Judge desires a campaign world where folk magic is common (similar to the world of Glorantha portrayed in the RuneQuest RPG, for instance), he can make Hedge Wizardry and Village Wisdom general proficiencies.

CANTRIP SPELL LISTS

Arcane Cantrips

1	Alarm [ill]
2	Bludgeon [elm(earth)]
3	Call Woodland Creature
4	Daze [enc]
5	Detect Spirits
6	Exterminate Pest [dth]
7	Find Wealth
8	Guidance [trn]
9	Frostbite [elm(water)]
10	Lullaby [enc]
11	Overlookability [ill]
12	Phantasm of the Fire [elm(fire) ill]
13	Recover Object
14	Shock [elm(air)]
15	Singe [elm(fire)]

Divine Cantrips (Priestess)

1	Call Woodland Creature
2	Cure Minor Wounds*
3	Detect Spirits
4	Guidance [trn]
5	Moon's Call
6	Mother's Awareness
7	Mother's Insight
8	Mother's Prediction
9	Mother's Ministry
10	Purify Meal*
11	Relaxing Respite
12	Remedy*
13	Remove Affliction*
14	Sleepy Creature [enc]
15	Tame Animal [enc]

Divine Cantrips (Shaman)

1	Call Woodland Creature
2	Detect Spirits
3	Moon's Call
4	Mother's Awareness
5	Mother's Insight
6	Mother's Prediction
7	Remedy*
8	Remove Affliction*
9	Sleepy Creature [enc]
10	Tame Animal [enc]

Divine Cantrips (Witch)

1	Bestow Affliction*
2	Call Woodland Creature
3	Detect Spirits
4	Infection*
5	Moon's Call
6	Mother's Awareness
7	Mother's Insight
8	Mother's Prediction
9	Mother's Ministry
10	Putrefy Meal*
11	Relaxing Respite
12	Remedy*
13	Remove Affliction*
14	Sleepy Creature [enc]
15	Tame Animal [enc]

Divine Cantrips (Bladedancer)

1	Call Woodland Creature
2	Cure Minor Wounds*
3	Daze [enc]
4	Detect Spirits
5	Guidance [trn]
6	Purify Meal*
7	Recover Object
8	Remove Affliction*
9	Sleepy Creature [enc]
10	Tame Animal [enc]

Divine Cantrips (Cleric)

1	Cure Minor Wounds*
2	Daze [enc]
3	Detect Spirits
4	Guidance [trn]
5	Purify Meal*
6	Relaxing Respite
7	Remove Affliction*
8	Remedy*
9	Sleepy Creature [enc]
10	Tame Animal [enc]

CANTRIP SPELL DESCRIPTIONS

Alarm Range: 10′ per caster level

Arcane Cantrip Duration: special

An **alarm** is an audible illusion hung on a chosen non-living object, such as a tree, rock, door, or chest, and triggered when a specified audible or visible event occurs nearby. The **alarm** may consist of one sentence of up to three words long ("Warning! Intruder Alert!"), spoken any volume from a whisper to a yell, in any language known by the caster. The voice created by the cantrip resembles, but is not identical, to the caster's own, and cannot be mistaken for an actual voice. The voice cannot use command words or activate magical effects. Once it begins, the **alarm** will be repeated each round, up to a maximum number of rounds equal to the caster's level. However, the **alarm** immediately ends if the object is touched by an intelligent creature or attacked.

Triggers can be as general or as detailed as desired. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical **darkness** or **invisibility** does. Silent movement or magical **silence** defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. An **alarm** cannot distinguish level, Hit Dice, or class except by external garb. The range limit of the trigger is 10' per caster level. Regardless of range, the **alarm** can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

> Alarm: create illusion, non-visual mono-sensory (3), illusion limited to 1 obviously fake, harmless category (x0.2), target 1' x 1' x 1' cube (x1), range 10' per caster level (x1), duration 1 round per level (x1), duration does not begin until triggered (x2.75), expires if attacked (x0.75), expires if touched by an intelligent creature (x0.75), total cost 0.93

Bludgeon/ Frostbite/ Shock/ Singe Range: 150′

Arcane Cantrip Duration: instantaneous

The caster can smash the target with a small shard of hard earth. If the caster makes a successful attack throw against the target, he deals 1d6 points of bludgeoning damage to it.

Similar cantrips exist for other elemental damage types – **frostbite** freezes the target with a short blast of cold, **shock** electrocutes the target with a small bolt of lightning, and **singe** burns the target with a hot ball of cinders.

> Blast: 1d6 damage per level (27), maximum 1d damage (x0.1), elemental (x1), target 1 creature (x1), attack throw required to hit target (x0.35), range 150' (x1), duration instantaneous (x1), arcane (x1), cost 0.95

Call Woodland Creature Range: 10′

Arcane and Divine Cantrip Duration: 1 turn

This cantrip calls a nearby animal of up to 1 HD to serve the caster. The animal may make a saving throw versus Spells to resist the effect. If the save fails, the animal will approach the caster and do whatever is commanded of it. The effect lasts so long as concentration is maintained or until one turn elapses, whichever comes first. Once the cantrip ends, the animal will return to its original location. Its disposition towards the caster will depend on how it was treated when called.

> Call Woodland Creature: summon a creature (65), creature may have up to 1 HD (x0.15), caster must concentrate to control creature (x0.5), summoning restricted to animals (x1), target summoned only from within spell's range (x0.66), range 10' (x1), duration 1 turn (x0.5), saving throw avoids spell effect (x0.5), arcane (x1) or divine (x1.2), 0.80 or 0.96

Cure Minor Wounds* Range: touch

Divine Cantrip Duration: instantaneous

This cantrip heals the creature touched of 1 point of damage. Any given creature can only benefit from **cure minor wounds** once per day. Like other cure spells, **cure minor wounds** never increases a creature's hit points beyond the normal amount.

The reverse form of this cantrip, **cause minor wounds** , causes 1 point of damage to the creature touched. A successful attack throw is required in this case. Like other cure spells, undead are affected by this spell and its reverse in opposite fashion; they are injured by **cure minor wounds** and healed by **cause minor wounds** .

> Cure Minor Wounds: 1 point curing (3), target 1 creature (x 1), attack throw required (x 1), range 0' (x 1), duration instantaneous (x 1), spell can only be cast on each target once per day (x0.33), divine (x 1), beneficial effect (x 1), total cost 0.99

Daze Range: 10′

Arcane and Divine Cantrip Duration: 1 round

This cantrip can momentarily daze a target humanoid creature of up to 4+1 HD. The target may make a saving throw versus Paralysis to resist the effect. If the save fails, the creature spends its next action in a stupor, unable to take any action. It is not helpless, however, and can still defend itself if attacked.

Daze: Target mesmerized for duration of spell (30), 1 creature of up to 4+1 HD (x 1), only target humanoids (x 0.5), range 10' (x 0.5), duration 1 round (x 0.1), saving throw avoids spell effect (x 0.5), arcane enchantment other than hold (x 1) or divine enchantment (x1.5), total cost 0.38 or 0.57

Detect Spirits Range: 60'

Arcane and Divine Cantrip Duration: 1 turn

This spell detects the presence of incorporeal undead within 60'. If the incorporeal undead are within the caster's line of sight, the caster sees them as surrounded by a sickly grey-green aura. The more powerful the undead, the thicker the aura. If the incorporeal undead are not within the caster's line of sight, he is nevertheless aware of them in his mind's eye, gaining a sense of their proximity, number, and relative power. The cantrip can only be performed once per week, typically being limited to a day associated with a psychopomp to the dead.

Detect Spirits: Detect incorporeal undead (5), spell can only be performed once per week (x0.2), range 30' (x1), duration 1 turn (x0.5), no saving throw (x1), arcane (x1) or divine (x.15), cost 0.5 or 0.75

Exterminate Pest Range: 30'

Arcane Cantrip Duration: instantaneous

This cantrip deals 1d8 points of damage to affected swarming creatures. Up to 1 HD of such creatures can be affected per level of experience of the caster. All of the creatures to be affected must be within a 30' radius of the caster. Swarming creatures include ordinary bats, ordinary rats, and ordinary insects, but not any kind of giant animals or giant vermin. Creatures with the fewest HD are affected first. The swarming creatures do not receive a saving throw.

This cantrip is commonly used to delouse children, eliminate pests from a house, etc., but adventurers have found it useful against actual swarms. When **exterminate pest** is cast against a swarm, treat the swarm as a number of 1HD sub-swarms equal to its HD, and deal damage accordingly, then apply the total damage dealt to the swarm's hit points.

EXAMPLE: Yrsa Raghilddottir, a 3rd level antiquarian witch, casts **exterminate pest** on a 4HD insect swarm with 18 hp. A 4HD insect swarm counts as four separate sub-swarms of 1 HD each, of which Yrsa can affect three. She deals 1d8 points of damage to each of the three sub-swarms, rolling 7, 4, and 2 respectively. The Judge applies the total of 13 points of damage to the insect swarm, leaving it with (18 – 13) 5 hp left.

Exterminate pest: 1d8 damage per level (44), maximum 1d damage (x0.1), target 1 HD of creature per level within 60' diameter (x1.5), creatures with fewest HD are affected first (x0.5), only works on swarm-sized creatures (x0.5), range 60' (x0.6), duration instantaneous (x1), no saving throw (x1), arcane (x1), cost 0.99

Find Wealth Range: 120'

Arcane Cantrip Duration: 1 round per level

The spellcaster may, by concentrating for one turn, sense the direction and distance of the most valuable treasure within 120'. In order to be detected, the total value of the treasure must meet or exceed a value of 50gp. No physical barrier will impede detection, with the exception of magical wards or lead. The cantrip can only be performed once per week, typically being limited to a day associated with the god of fortune or wealth.

Detect Wealth: Detect treasure (15), 1 small area, object, or creature in range (x0.7), spell takes 1 turn to cast (x0.8), spell can only be performed once per week (x0.2), range 120' (x1.5), duration 1 round per level (0.25), no saving throw (x1), arcane (x1), cost 0.63

Guidance Range: touch

Arcane and Divine Cantrip Duration: 1 round

This cantrip grants the creature touched a +1 bonus on its next proficiency throw within one round. The bonus does not apply to attack throws or saving throws.

Guidance: current form gains +1 to proficiency throw (5), target 1 living corporeal creature (x1), range 0' (x0.6), duration 1 round (x0.25), beneficial effect (x1), arcane (x1) or divine (x1.25), total cost 0.75 or 0.9

Lullaby Range: 0'

Arcane Cantrip Duration: concentration

By singing a song, the caster can cause a nearby living creature of less than 1 HD to fall into a peaceful, dreamless slumber. The target must be close enough to touch, although neither actual physical contact nor an attack throw is required. An unwilling target may make a saving throw v. Paralysis to resist the effect. The caster must remain stationary and concentrate on singing the **lullaby** . The cantrip expires when the caster stops singing or otherwise loses concentration. However, a willing subject of this cantrip will not necessarily wake up if he was otherwise tired or in need of rest. This cantrip is commonly used to help agitated, ill, or sleepless people get some rest!

Sleeping creatures are helpless and can be killed in one round by unengaged opponents. Slapping or wounding awakens an affected creature, but normal noise does not. **Lullaby** does not affect creatures that are already unconscious or undead, constructs, oozes, and other creatures that do not rest.

Lullaby: Target asleep for duration of spell (15), 1 creature of less than 1 HD (x0.5), only target living creatures (x0.75), range 0' (x0.4), duration concentration, must remain stationary (x0.8), saving throw avoids spell effect (x0.5), arcane, cost 0.9

Moon's Call Range: touch

Divine Cantrip Duration: instantaneous

This cantrip can cause the creature touched to immediately enter menses. This cantrip is commonly used by women to end unwanted pregnancies. If the pregnancy had advanced to more than 50% of its term, the subject will have to suffer through a stillbirth in 2d6+7 days; otherwise, the pregnancy ends with the menstruation. An unwilling target of **moon's call** may make a saving throw v. Death to resist the effect. If the cantrip is cast on a creature incapable of entering menses, the caster begins bleeding from her nose and suffers 1 point of damage.

Mother's Awareness Range: touch

Divine Cantrip Duration: 1 round

This cantrip allows the caster to detect whether the creature touched is pregnant, and if so, how far into the term and with how many young. The caster feels the presence of each child within as a warmth in her hands, with the temperature indicating how long the child has been carried. This warmth cannot be felt by anyone else. The cantrip does not reveal any information about the characteristics, gender, health, or race of the child or children. If this cantrip is cast on a subject incapable of giving birth, it has no effect except that the caster begins bleeding from her nose and suffers 1 point of damage.

Mother's Awareness: Detect pregnancy (5), range 0' (x0.5), all creatures within range (x1), duration 1 round (x0.2), no saving throw (x1), divine (x1), cost 0.5

Mother's Insight Range: touch

Divine Cantrip Duration: 1 round

This cantrip allows the caster to determine the likely sex of the child or children being carried by an expectant mother. The caster intuitively "knows" the sex of each child, but there is no sensory indicator. The cantrip does not reveal any other information about the child or children. The cantrip is not perfectly accurate; when cast, the Judge should secretly roll 1d20. If the result is a 1, the cantrip yields a random result for each child. If this cantrip is cast on a subject that is not carrying children, it has no effect except that the caster begins bleeding from her nose and suffers 1 point of damage.

Mother's Insight: Detect gender (5), range 0' (x0.5), all creatures within range (x1), duration 1 round (x0.2), no saving throw (x1), divine (x1), cost 0.5

Mother's Prediction Range: touch
Divine Cantrip Duration: 1 round

This cantrip gives the caster insight into the potential talents of an unborn child or children carried by a creature touched. The cantrip is not perfectly accurate; when cast, the Judge should secretly roll 1d20. If the result is a 5 or more, the cantrip correctly reveals what the child's ability scores will be as an adult. If the result is a 2-4, the cantrip reveals a random set of ability scores unrelated to what the child's will be as an adult. If the result is a 1, the cantrip reveals an opposite set of ability scores, diametrically opposed to what the child's ability scores will be as an adult (the Judge may calculate each diametrically opposed score as 21 less the child's actual ability score, or make up values). If this cantrip is cast on a subject that is not carrying children, it has no effect except that the caster begins bleeding from her nose and suffers 1 point of damage. More than one village wise woman has been killed when **mother's prediction** incorrectly predicted a healthy, beautiful child and a misshapen monster was born instead…

Mother's Prediction: Gain insight into potential (5), range 0' (x0.5), all creatures within range (x1), duration 1 round (x0.2), no saving throw (x1), divine (x1), cost 0.5

Mother's Ministry Range: touch
Divine Cantrip Duration: special

This cantrip eases the pain of childbirth. For the duration of the spell, the creature touched experiences a mild analgesic-like effect. The cantrip expires when the subject gives birth or dies. If this spell is cast on a subject that is not giving birth, it has no effect except that the caster begins bleeding from her nose and suffers 1 point of damage.

Overlookability Range: self
Arcane Cantrip Duration: 1 round per level

The spellcaster, along with any worn or carried items that extend less than 10' from him, becomes easily overlooked by casual observers. Provided the caster remains stationary, and does not speak, move, attack, or cast a spell, he is detected as if he were a secret door. The spell ends when the duration expires, or if the caster speaks, moves, attacks, casts a spell, or if the caster is successfully attacked.

Target becomes partially invisible (12), target self (x0.33), duration 1 round per level (x1), if target creature speaks (x0.9), expires if target creature successfully attacked (x0.9), expires if target creature casts spell (x0.75), expires if target creature attacks (x0.75), expires if target creature moves (x0.5), cost 0.9

Phantasm of the Fire Range: 0'
Arcane Cantrip Duration: concentration

This spell creates the visual illusion of an object, creature, or area to appear in the flickering flames of a fire within reach. The illusion can be up to 1'x1'x1' in size. The **phantasm of the fire** can be anything the caster can visualize, but it is not accompanied by any sound, smell, texture, or temperature save that of the fire itself. The caster can move the image within the limits of the size of the effect. The **phantasm of the fire** persists so long as the caster concentrates upon it.

Create Illusion: create illusion, visual mono-sensory (9), illusion can only be cast into a fire (x0.25), illusion dynamic (x1), target 1' x 1' x 1' cube (x1), range 0' (x0.5/.), duration concentration (x1), expires if touched (x0.75), arcane (x1), total cost 0.85

Purify Meal* Range: 10'
Divine Cantrip Duration: Instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell will purify a single glass of water or one meal for one person. This spell does not prevent subsequent natural decay or spoilage. The spell has no effect on creatures of any type, nor upon magic potions or unholy water.

Reversed, this spell becomes **putrefy meal** . It will spoil a single glass of water, or one meal for one person Anyone consuming putrefied food and water must make a saving throw versus Poison or become violently ill for the next 2 hours (12 turns), unable to do anything save retch and heave. The spell has no effect on creatures of any type, nor upon magic potions or holy water.

Recover Object Range: 120'
Arcane Cantrip Duration: 1 round per level

The spellcaster may, by concentrating for one turn, sense the direction to a well-known or clearly visualized object. The caster can search either for a unique item that he has observed first-hand (not through divination), or he can search for a general item, in which case the nearest one of its kind is located if more than one is within range. The spell is not impeded by most physical barriers but is blocked by even a thin sheet of lead or gold. Creatures cannot be found by this spell. The cantrip can only be performed once per week, typically being limited to a day associated with the god of fortune or thievery.

Detect Known Object: Detect known object (8), spell can only be performed once per week (x0.2), spell requires one turn to cast (x0.8), range 120' (x1.5), duration 1 round per level (0.25), no saving throw (x1), arcane (x1) or divine (x1.5), cost 0.6 or 0.9

Relaxing Respite Range: touch

Divine Cantrip Duration: special

This spell allows its subject to enjoy soothing, peaceful sleep, free of pain and sorrow that night. As a result of this **relaxing respite** , the subject of the spell will heal an extra hit point in the coming day if he rests completely. The spell ends when the subject stops completely resting or takes any damage, or after one full day of rest.

Remedy* Range: touch

Divine Cantrip Duration: instantaneous

This spell aids the subject in recovering from minor acute illnesses such as the common cold. When **remedy** is cast, the subject immediately makes a saving throw versus Death. If the save succeeds, the subject will recover in half the usual time. If the save fails, the subject receives no benefit. **Remedy** can be cast repeatedly on the same subject, but no more than once per day.

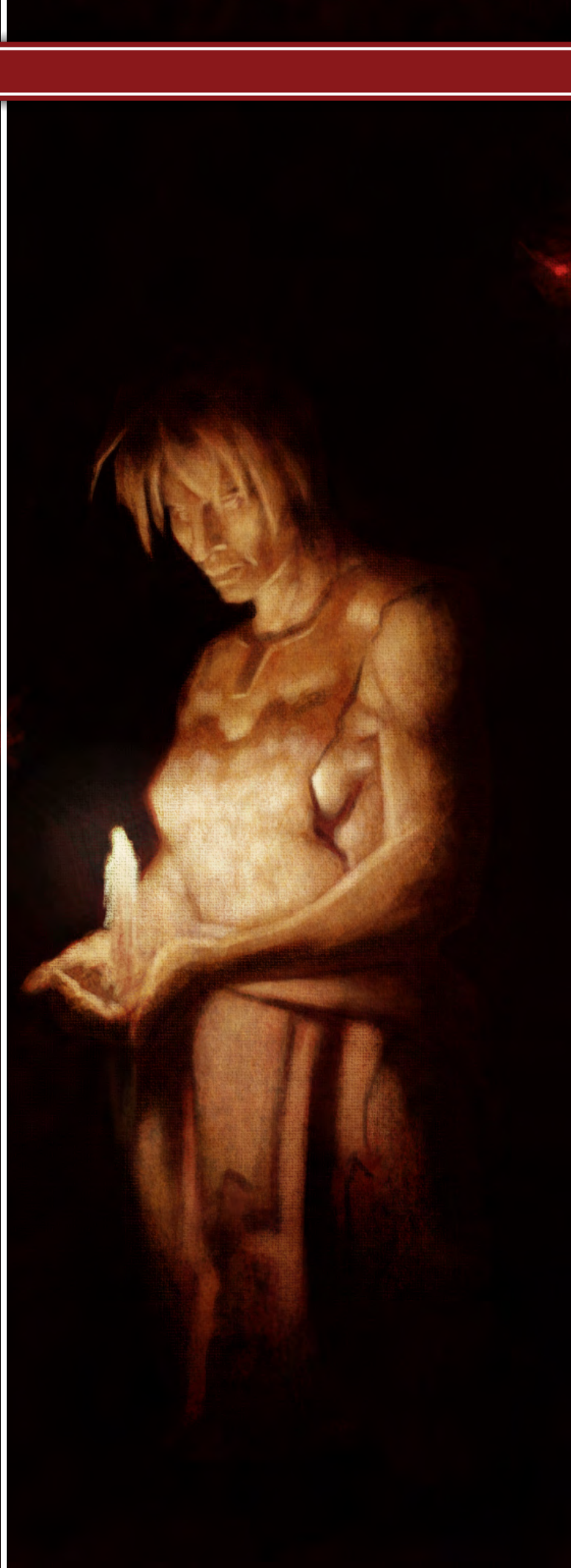
The reverse of this spell, **infection** , can infect the target with a minor acute illness. The target receives a saving throw versus Death. If the save succeeds, the target resists the spell. If the save fails, the target is infected with a cold. While infected, the character suffers a -1 penalty to reaction rolls due to his irritable state and he cannot force march. (If using the *Campaign Play* rules from Axiom Special Issue, the character cannot work overtime.) An infected character will recover naturally after 2d6 days.

Remedy: remedy minor disease (1), target 1 creature (x1), range 0' (x1), duration instantaneous (x1), beneficial effect (x1), divine (x1), total cost 1

Remove Affliction* Range: 30'

Divine Cantrip Duration: instantaneous

This cantrip instantaneously removes all afflictions on a creature. (An affliction is a type of minor curse caused by a cantrip.) Any affliction cast by a character of equal or lower level than the **remove affliction** caster's level is ended automatically. Those curses bestowed by higher level casters might not be removed; there is a 5% chance the **remove affliction** will fail for each level the afflicting character's level exceeds the level of the caster removing the curse.



The reverse of this spell, **bestow affliction** , allows the caster to place an affliction on a target creature. A saving throw versus Spells is allowed to resist. The caster can choose one of the following effects:

Bad body odor, unsightly skin condition, or similar blemish causing a -1 penalty on reaction rolls

Chronic body aches and pains causing a -1 penalty to initiative rolls

Misfortune at work causing a 5% decrease in the character's daily construction rate with one proficiency

The caster may also invent his own affliction, but it should be no more powerful than those described above. The **affliction** thus bestowed cannot be dispelled, but it can be removed with a **remove affliction** or **remove curse** spell. There is no limit to the number of different **afflictions** a character may suffer from.

Sleepy Creature Range: touch

Divine Cantrip Duration: 6 turns

This cantrip can cause the animal touched to fall asleep. The animal must have 4+1 HD or less in order to be affected, and may make a saving throw v. Paralysis to resist the effect. Once asleep, the animal is helpless and can be killed in one round by an unengaged opponent. Slapping or wounding awakens the affected animal, but normal noise does not. A creature that was wide awake when this cantrip was cast will always awaken when the duration expires, but if the animal was already tired or in need of rest it may continue to slumber.

Sleepy Creature: Target asleep for duration of spell (15), 1 creature of up to 4+1 HD (x1), only target animals and giant animals (x0.5), attack throw required to target spell (x0.4), range touch 0' (x0.4), duration 6 turns (x1.2), saving throw avoids spell effect (x0.5), divine (x1.5), cost 0.71

Tame Animal Range: 15'

Divine Cantrip Duration: concentration

This spell can temporarily tame one or more wild animals. The spell can affect up to 1d4 animals (including giant animals) of up to 4 HD The caster may decide which individual animals in range are to be affected. Any animals that make a successful saving throw versus Spells resist the effect. The animals remain tame as long as the caster concentrates upon the spell.

A tame animal is not necessarily under control, but it is much less dangerous than a wild animal. If left alone, the animal will ignore the caster and his allies. If the animal is approached, make a reaction roll. Apply a +2 bonus if the character approaching it has the appropriate Animal Training proficiency. (Characters with Beast Friendship or under the effects of **speak with animals** always count as proficient for the purposes of handling trained animals.) If the reaction roll is 9 or higher, the character can handle the animal safely for the duration of the spell. A tame, handled animal can be held helpless and slain, if desired. Since the duration is short, the handler is advised to quickly leash, muzzle, cage, or kill the animal.

Tame Animal: Target tame for duration of spell (4), 1d4 creatures of up to 4 HD (x1.2), only targets animals and giant animals (x0.5), range 15' (x0.6), duration concentration (x1), saving throw avoids spell effect (x0.5), divine (x1), cost 0.72

POTIONS, LOTIONS & OTHER COMMOTIONS

MINOR MAGICAL ITEMS FOR YOUR VILLAGE WIZARDS AND HEDGE WITCHES TO BREW AND CRAFT

By Alexander Macris

Hedge wizards and village witches (introduced in the article *Hedge Wizardry and Village Wisdom* in this issue) are abundant in the world of ***ACKS***, with every hamlet and village having its wise woman or cunning-man. While most of these casters will never exceed 2nd level, some will reach 3rd, 5th, or even 9th level and become capable of creating potions, scrolls, and permanent magic items. Since hedge wizards and village witches have access to the minor magical effects known as **cantrips**, some of their magic items will almost certainly make use of these minor magics. In this article we present rules for enchanting cantrips into items, as well as offer 15 new cantrip items inspired by folk magic and faerie tales.

ENCHANTING CANTRIPS INTO ITEMS

Cantrips can be enchanted into potions, scrolls, and permanent magic items following the rules for magical research in ***ACKS***. For purposes of magical research, cantrips count as 1/5 level spells (e.g. they require 20% as much time and money as 1st level spells). The costs in time and gold for various types of cantrip items are summarized on the Cantrip Item Creation table, below.

CANTRIP SPECIAL COMPONENTS

When a spellcaster creates potions, scrolls, and permanent magic items, the enchantment process always requires special components. Items enchanted with spells of 1st level or higher typically require special components extracted from slain monsters; items enchanted with cantrips require more readily-available special components, such as animal byproducts, herbs, oils, spices, powdered rocks, and cut woods.

Special components for cantrip items can be purchased at a market or gathered from the wilderness by a naturalist. A character with Naturalism proficiency can gather 15gp worth of special components each week with a proficiency throw of 11+.

CANTRIP QUACKSALVES

Quacksalves are a type of one-use magic item similar to potions but of much lower cost and far more dubious efficacy. They are typically brewed by mountebanks (introduced in the article Of Mischief and Mountebanks in this issue), who specialize in them. However, any character with either Hedge Wizardry or Village Witchcraft proficiency and at least one rank Alchemy proficiency can brew cantrip quacksalves based on the follow-

Cantrip Item Creation

Item Type	Base Cost	Time
One Use Effect	100gp	1.5 days
Charged Effect	100gp x charges	0.4 days x charges
Permanent Effect, Unlimited Use	5,000gp	20 days
Permanent Effect, Use 1/turn	3,300gp	16 days
Permanent Effect, Use 1/3 turns	2,500gp	14 days
Permanent Effect, Use 1/hour	1,600gp	12 days
Permanent Effect, Use 3/day	1,200gp	10 days
Permanent Effect, Use 1/day	1,000gp	8 days
Permanent Effect, Use 1/week	600gp	6 days

ing items: **herbal tonics**, **moon teas**, **mother's teas**, and **oils of relaxing respite**.

Brewing a cantrip quacksalve costs 10gp and requires 1 hour. After the money and time is invested, the Judge makes a magical research throw on behalf of the brewer against the target value for their class. The brewer gains a +2 bonus on the throw per rank of Alchemy. Regardless of the target value, a natural roll of 1-3 always fails. All the usual rules for magic research and quacksalves (INT bonus, brewing equipment, etc.) apply.

If the proficiency throw is successful, a quacksalve potion of the desired type has been successfully created. It functions exactly like the normal item of the same type. If the proficiency throw fails with a natural 1, a **counter-potion** has been created. The counter-potion somehow does the opposite of the potion's intended effect. (A **counter-potion herbal tonic** might cause the character to develop a minor disease; a **counter-potion moon tea** might make the drinker more fertile.) If the proficiency throw fails with a natural 2-3, or by missing the target value by at least 4, then a **potion of delusion** is created. On any other result, the quacksalve is completely ineffectual.

EXAMPLE: Hanna fears she may have gotten pregnant by a rogue who will not support her. She visits Helga, the village witch, to ask for **moon tea**, with old family jewelry worth 10gp to pay. Actual **moon tea** costs 100gp to brew, but **quacksalve moon tea** can be brewed for just 10gp, so that's what Helga brews. Helga is a 3rd level antiquarian witch with one rank of Alchemy. Based on her level, the target value for her magic research throw is 14+, reduced to 12+ because she has one rank of Alchemy. The Judge secretly rolls 1d20 and the result is a 7.

Helga has unknowingly brewed a **potion of delusion**. Later, when Hanna drinks what she think is **moon tea**, she is deluded into thinking she has taken care of her problem. Only when she begins to show does she realizes her mistake…

CANTRIP ITEMS

Candle of Comfort: The **candle of comfort** appears as a foul-scented taper of waxy white fat. If lit, the **candle** burns swiftly, lasting only 6 rounds (60 seconds) if not snuffed out. Each round that the **candle** burns, it deals 1d8 points of damage to the lowest-HD swarm of creatures within 30'. Swarms may be made of ordinary bats, ordinary rats, and ordinary insects, but not any kind of giant animals or giant vermin. The affected swarm does not receive a saving throw. **Candles of comfort** gained their name from their use in eliminating bedbug infestations in the chambers of the nobility. (effect: **exterminate pest** cantrip; base cost: 600gp; base time: 9 days)

Charcoal of Phantasms: This magical briquette smells of peat and exotic woods. If burned in a brazier, the **charcoal of phantasms** creates a visual illusion of an object, creature, or area to appear in the flickering flames. The image is 1' x 1' x 1' in size and not accompanied by any sound, smell, texture, or temperature. If the character who set the **charcoal** alight is aware of its properties, he can control the image that appears in the fire through concentration. If the character is not aware of its properties, or does not concentrate on the illusion, the illusion will be random (Judge's discretion). The illusion persists so long as its is concentrated upon, or up to 1 turn (10 minutes) if no one concentrates on it. (effect: **phantasm of fire** cantrip; base cost: 100gp; base time: 1 ½ days)

Cursed Doll: The **cursed doll** resembles an ordinary children's toy, albeit with a slightly sinister mien. Over time, a **cursed doll** brings misery and misfortune to any household it resides in. A **cursed doll** could be given as gift to an unsuspecting child in the household, or placed within a household by means of stealth. In any case, once it has taken up residence in the household, its magic begins to take hold. Each day, whoever spent the most time near the **cursed doll** must make a saving throw versus Spells. If the save succeeds, the character resists the effect. If the save fails, the character suffers an **affliction**. The Judge should select one of the following effects:

Bad body odor, unsightly skin condition, or similar blemish causing a -1 penalty on reaction rolls

Chronic body aches and pains causing a -1 penalty to initiative rolls

Misfortune at work causing a 5% decrease in the character's daily construction rate with one proficiency

The **affliction** thus bestowed lasts indefinitely and cannot be **dispelled**, and there is no limit to the number of different **afflictions** a character may receive from the **cursed doll**. Any given **affliction** can be removed with a **remove affliction** or **remove curse** spell but the only way to remove them all at once and restore good fortune to the household is to destroy the **doll**. (effect: **affliction** cantrip; base cost: 1,000gp; base time: 8 days)

Dowsing rod (A): A **dowsing rod** is constructed from a forked branch cut from a witch hazel tree. An arcane caster in possession of a **dowsing rod** can, by concentrating for one turn, determine the direction and distance of the most valuable treasure within 120'. The **dowsing rod** will magically rotate to point in the appropriate direction and will shake to indicate proximity, with a more violent tremor indicating a more proximate treasure. After 9 rounds (90 seconds) the **rod** will cease its movement. In order to be detected, the total value of the treasure must meet or exceed a value of 50gp. No physical barrier will impede detection, with the exception of magical wards or lead. A **dowsing rod** will only function in the hands of an arcane caster, and only once per week, typically being limited to a day associated with the god of fortune or wealth. (effect: **find wealth** cantrip; base cost: 600gp; base time: 6 days)

Explorer's Mess Kit: The **explorer's mess kit** resembles an ordinary collection of portable eating and cooking utensils designed for troops on extended military campaigns, including a mess tin, cooking pot, skewer, and cutting knife. Close inspection of the utensils shows that the mess tin bears the embossed symbol of Naurivus, god of travelers, and that the utensils have no tarnish or wear. When used to consume a meal, the **explorer's mess kit** will render the food pure and suitable for eating, regardless of how spoiled, rotten, poisonous, or otherwise contaminated it might have been. The magic of the **explorer's mess kit** can be used on three meals per day. (effect: **purify meal** cantrip; base cost: 1,200gp; base time: 10 days)

Healing Salve: The **healing salve** is an enchanted liniment based on camphor, wormwood, and oil. If rubbed on a wound, it heals the creature of 1 point of damage. Any given creature can only benefit from the **healing salve** once per day. (effect: **cure minor wounds** cantrip; base cost: 100gp; base time: 1 ½ days)

Herbal Tonic: The **herbal tonic** resembles an amber-hued tea or infusion and smells of garlic, ginger, honey, and vinegar. If drunk an **herbal tonic** aids the drinker in recovering from minor acute illnesses such as the common cold. The drinker immediately makes a saving throw versus Death. If the save succeeds, the drinker will recover in half the usual time. If the save fails, the drinker receives no benefit. A character can only drink one **herbal tonic** per day; additional **tonics** cause stomach distress and cannot aid recovery. (effect: **remedy** cantrip; base cost: 100gp; base time: 1 ½ days)

Lyre of the Lullaby: The **lyre of the lullaby** appears as a well-made music instrument with a tortoise shell chest painted with scenes of hearth and home. Each **lyre** has a particular lullaby that triggers its magical effects, analogous to the manner in which a command word triggers the effects of a wand. By strumming

the **lyre** while singing the controlling lullaby, a character can cause a nearby living creature of less than 1 HD to fall into a peaceful, dreamless slumber. The target must be close enough to touch, although neither actual physical contact nor an attack throw is required. An unwilling target may make a saving throw v. Paralysis to resist the effect. The lyrist must remain stationary and concentrate on singing the lullaby and strumming the **lyre**. The effect ends when the lyrist stops singing and strumming or otherwise loses concentration. However, a willing subject of the effect will not necessarily wake up if he was otherwise tired or in need of rest. It is commonly used to help agitated, ill, or sleepless children get some rest, and wealthy patricians will almost certainly maintain one in their home for use by their child-tenders.

Sleeping creatures are helpless and can be killed in one round by unengaged opponents. Slapping or wounding awakens an affected creature, but normal noise does not. The **lyre** does not affect creatures that are already unconscious or undead, constructs, oozes, and other creatures that do not rest. The magical effects of the **lyre** can be used once ever 8 hours. It can be safely used as an ordinary music instrument at all other times. Using the **lyre** does not require Performance proficiency, but if the lyrist has one or more ranks in that proficiency, the target will suffer a -1 penalty per rank. (effect: **lullaby** cantrip; base cost: 1,200gp; base time: 10 days)

Moon Tea: This herbal tincture causes the creature that drinks it to immediately enter menses unless it succeeds on a saving throw versus Poison. The tea is used by women to end unwanted pregnancies. If the pregnancy had advanced to more than 50% of its term, the subject will have to suffer through a stillbirth in 2d6+7 days; otherwise, the pregnancy ends with the menstruation. If **moon tea** is drunk by a creature incapable of entering menses, the drinker begins bleeding from his nose and suffers 1 point of damage. (effect: **moon's call**; base cost: 100gp; base time: 1 ½ days)

Mother's Tea: When drunk by a woman in labor, this herbal tincture eases the pain of childbirth. The drinker enjoys a mild analgesic-like effect until she either gives birth or dies. When drunk by anyone that is not giving birth, **mother's tea** causes the drinker to begin bleeding from his nose and suffer 1 point of damage. (effect:

Nondescript Cloak: The **nondescript cloak** is so ordinary-looking, so *overlookable*, that it should not even be mentioned by the Judge when he is first describing a room's furnishings, creature's inventory, or chest's contents. A successful search for secret doors, or a **detect magic** spell, will reveal the **cloak**, although even then it will appear unremarkable.

Should a character don the **nondescript cloak**, he becomes as easily overlooked as the **cloak** itself. Provided the wearer remains stationary, and does not speak, move, attack, or cast a spell, he is detected as if he were a secret door. The **overlookability** effect if the caster speaks, moves, attacks, or casts a spell, or if the caster is successfully attacked, but can be renewed again after one round if the wearer returns to stationary silence. (effect: **overlookability** cantrip; base cost: 5,000gp; base time: 20 days)

Oil of Relaxing Respite: The **oil of relaxing respite** has the pleasant aroma of the lavender herbs which form its primary reagent. A character who massages the **oil** onto his temples, his forehead, and the back of his neck will enjoy soothing and peaceful sleep that night, free of any pain and sorrow, and will heal an extra hit point in the coming day if he rests completely. The effect of the **oil** ends when the subject stops completely resting or takes any damage, or after one full day of rest. (effect: **relaxing respite** cantrip; base cost: 100gp; base time: 1 ½ days)

Shillelagh of Stunning [A/D]: The **shillelagh of stunning** appears as a blackthorn walking stick with a stout knot at its top. With the expenditure of one charge and a successful attack throw, the **shillelagh** can momentarily daze a target humanoid creature of up to 4+1 HD. The target may make a saving throw versus Paralysis to resist the effect. If the save fails, the creature spends its next action in a stupor, unable to take any action. It is not helpless, however, and can still defend itself if attacked. When found, a **shillelagh of stunning** will have 3d10 charges. Like other staves, its use is limited to arcane and divine casters. (effect: **daze** cantrip; base cost 100gp per charge; base time 0.4 days per charge)

Warning Skull: The **warning skull** resembles an ordinary human skull, but is in fact a magical device used by spellcasters to protect their demesnes. Each **warning skull** is enchanted with a trigger and an alarm. When the trigger occurs, the **skull** will issue its alarm.

A **warning skull**'s trigger can be any audible or visible event specified by its owner. Triggers can be as general or as detailed as desired. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical **darkness** or **invisibility** does. Silent movement or magical **silence** defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. However, the **warning skull** cannot distinguish level, Hit Dice, or class except by external garb. The range limit of the trigger is 90', and regardless of range, the **skull** can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

When the trigger occurs, the **warning skull** will issue its alarm. The alarm may consist of one sentence of up to three words long ("Warning! Intruder Alert!"), spoken any volume from a whisper to a yell, in any language known by the **skull**'s owner. The voice created by the **skull** resembles, but is not identical, to the owner's, and cannot be mistaken for an actual voice. The voice cannot use command words or activate magical effects. Once it begins, the alarm will be repeated each round, up to a maximum number of rounds equal to the caster's level. However, the alarm immediately ends if the **skull** is touched by an intelligent creature or attacked.

Once the **warning skull** has issued its alarm, it will fall dormant and not react again to its trigger until the following day. The **skull**'s trigger and alarm can be changed if desired by touching the **skull** and speaking its command phrase, once per day. (effect: **alarm** cantrip; base cost: 1,000gp; base time: 8 days)

Woodwind of the Woodlands: The **woodwind of the woodlands** appears as a reed pipe carved with pastoral images. If a character plays the **woodwind** while an animal of 1 HD or less is nearby (10'), the animal must make a saving throw versus Spells. If more than one animal is nearby, the closest one must save. If the animal's save succeeds, it resists the **woodwind**'s magic. If the animal's save fails, the animal falls under the pipe-player's sway and thereafter does whatever he commands. The pipe-player's commands are magically conveyed to the animal by the music of the pipe.

The effect of the **woodwind of the woodlands** lasts for as long as the pipe-player continues to play it. Every turn (10 minutes), however, the animal receives another saving throw. When freed of the woodwind's enchantment, the animal will immediately seek to return to its original location; its disposition towards the pipe-player will depend on how it was treated when ensorcelled. Once the pipe-player stops playing the **woodwind** or the animal succeeds on a saving throw, the **woodwind** cannot be used for another turn (10 minutes).

Using the **woodwind** does not require Performance proficiency, but if the pipe-player has one or more ranks in that proficiency, the target will suffer a -1 penalty per rank. (effect: **call woodland creature** cantrip; base cost: 3,300gp; base time: 16 days)

OF MISCHIEF AND MOUNTEBANKS

JUST BECAUSE MAGIC IS REAL DOESN'T MEAN EVERY MAGICIAN IS!

By Jeff Binder

The hedge wizard and the village witch may be limited in the scope of their power, but they are, nevertheless, powerful – genuine representatives of the arcane and the divine. But the existence of the real thing doesn't mean that charlatans and tricksters won't exist; indeed, they're likely to be even more common. In this article, we present two such classes, the **fool** and the **mountebank**. These classes aren't spellcasters in the traditional sense, though they often pretend to be. And sometimes, to their own surprise, they just may succeed…

FOOL

Prime Requisite: CHA
Requirements: None
Hit Dice: 1d6
Maximum Level: 14

Fools are characters illuminated by a spark of divine luck but who lack the means, focus, inclination, emotional balance, or moral fortitude to embrace their divine gift fully or bring it to productive fruition. Fools are misfits - societal, physical, or mental. Many are knaves, rascals, and/or children. They are fate's mirror, reflecting luck's harsh mockery to those harboring delusions of grandeur and the belief that one day, their power will rival that of the whims of the gods. As living embodiments of the divine comedy, fools are typically touched with a bit of madness. Some find comfort in the dust and filth of humanity because they see more than most that no matter the grand achievements, dust is the inevitable and eternal throne of all man. Others are quite sane and just along for the ride. As fools gain experience and notoriety, they are welcomed to grand courts and into the bosom of the most powerful and influential as living vessels touched by the divine, fonts of homespun or awkward wisdom, and as a breathing reminder of one's infinitesimal place in the hierarchy of the gods, no matter how besotted one becomes with temporal power.

Fool Level Progression

Experience	Title	Level	Hit Dice	Backstab
0	Nuisance	1	1d6	x2
3,000	Mischief	2	2d6	x2
6,000	Knave	3	3d6	x2
12,000	Rascal	4	4d6	x2
24,000	Imp	5	5d6	x3
48,000	Larker	6	6d6	x3
95,000	Scapegrace	7	7d6	x3
190,000	Varlet	8	8d6	x3
310,000	Fool	9	9d6	x4
430,000	Fool of Fools	10	9d6+2*	x4
550,000	Lord of Fools	11	9d6+4*	x4
670,000	High Fool	12	9d6+6*	x4
790,000	Prince of Fools	13	9d6+8*	x5
910,000	King of Fools	14	9d6+10*	x5

*Hit point modifiers from constitution are ignored

As they often incite (however unintentional) or find themselves witness to violence, fools are surprisingly accurate (some might say uncannily lucky) combatants, though they lack the toughness, protection, and damaging power of truly experienced warriors. At first level (Nuisance), they hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws as fighters, by two points every *three* levels of experience. Fools cannot wear armor heavier than hide armor, though they may use shields, and typically wear a motley patchwork of hide, skins, and padded heavy quilts (treated as hide). They are quite limited in the weapons they may wield – clubs, daggers, bolas, and slings. Fools may fight with two weapons or with a weapon and a shield. Through prescience, luck, or the ability to make the best of an opening when they see one, fools can **backstab** as thieves of equal level.

All fools begin play with a number of skills germane to their unique calling. They are adept in some kind of **performance**, though the specific type of performance varies and may be chosen by the player. They take naturally to slight-of-hand and other dexterous tricks and are able to **pick pockets** as a thief of equal level. Additionally, fools possess no mean skill in **acrobatics**. They are experts at presenting themselves as harmless or beneath notice or can blend into crowds and groups (treat as **hiding in shadows**). Finally, all fools have an uncanny ability to **hear noise**.

Beginning at 2nd level (Mischief), a fool can **taunt** an intelligent creature (through word, gesture, or other action) in order to goad them into heedlessly berating or attacking the fool in preference to all else. The taunted creature must be within 30', be able to see or hear the fool, and must succeed at a saving throw versus Spells or be overcome with rage for 1d4 rounds plus 1 round per level of the fool. In combat environments, hostile creatures who have been successfully taunted will heedlessly attack the fool in preference to all others for the duration with disregard for their own safety, while in more social situations (such as at court), the creature's reaction immediately turns *unfriendly* (see page 99 of the ACKS core rulebook) or *hostile* (if already unfriendly) and the creature will become verbally or possibly physically abusive to the fool should the chance present itself. The Judge may grant bonuses or penalties to the saving throw depending on circumstances, the temperament or natural inclinations of the creature, and/or their training (such as a diplomat in court possessing ranks in Diplomacy). A fool may taunt a creature no more than once per hour.

At 3rd level (Knave), a fool has learned a series of physical tricks, confusing nonsense, or baffling patter so profound or confusing that it serves to preternaturally **distract** creatures. Up to 1d6 living creatures within 30' of the fool may be affected. Creatures with the fewest HD are affected first. Each affected creature may make a saving throw versus Spells to resist the distraction. Creatures already engaged in an extremely stressful or life-threatening situation (such as combat) gain a +4 bonus to saving throws to resist the distraction. Those that fail the saving throw will take no actions (though they are not helpless) while they are beguiled by the antics of the fool, and are considered *distracted* for purposes of sneaking and surprise (see page 98 of the ACKS core rulebook). The fool may attempt this sort of distraction no more than once every 8 hours.

At 4th level (Rascal), a fool may spend an action to whisper a quick prayer or charm to grant himself **fool's luck**. For the next 6 turns, an enemy attempting to attack or cast a spell upon the fool will be foiled in the attempt and spare the fool of any potential damage or malevolent effect. Until 6 turns have passed, the fool may be spared 1d4 times before his luck is exhausted. Area-effect spells and area attacks cannot be protected against, nor will they exhaust any potential instances of fool's luck the fool currently possesses. Fool's luck may be invoked no more than once every 8 hours.

By 5th level (Imp), a fool's **white luck presence** immediately influences the reactions of others. Whenever a reaction roll is made in the presence of a fool, the reaction is rolled twice and the better (or worse, fool's choice) roll is taken.

An 8th level fool (Varlet) may attempt to use wands, staffs, and other magical items only usable by mages. A failed proficiency throw means the attempt backfires in some desultory way.

At 9th level a fool gains the uncanny ability of **prophecy**. The fool is subject to mad jibberings, dreams, riddles, obtuse insights, or the random attention of various gods and godlings. These visions will be both cryptic and useful, and functions as the **commune** spell. This ability may be called upon once per week.

Value of a Patron's Favor per Month

Class Level of Patron	Maximum Value (gp)
0	12
1	25
2	50
3	100
4	200
5	400
6	800
7	1600
8	3,000
9	7,250
10	12,000
11	32,000
12	50,000
13	135,000
14	350,000

At 9th level (Fool), a fool does not gain land or establish a domain, but he may find a **patron**. A patron is a wealthy or well-connected individual who provides aid and succor to the fool in exchange for his services and insight. Patrons are typically grand or powerful nobles such as kings or queens, grand dukes or duchesses, emperors and empresses, but may also be extremely wealthy and influential merchants. The fool is automatically granted lodging within his patron's seat of power and

Fool Skill Progression

Level	Acrobatics	Pick Pockets	Hide in Shadows	Hear Noise	Arcane Dabbling
1	18+	17+	19+	14+	-
2	17+	16+	18+	13+	-
3	16+	15+	17+	12+	-
4	15+	14+	16+	11+	-
5	14+	13+	15+	10+	-
6	13+	12+	14+	9+	-
7	12+	10+	12+	8+	-
8	11+	8+	10+	7+	4+
9	10+	6+	8+	6+	3+
10	9+	4+	6+	5+	3+
11	8+	2+	4+	4+	3+
12	7+	-1+	3+	3+	3+
13	6+	-3+	2+	2+	3+
14	5+	-5+	1+	1+	3+

-1 penalty on the proficiency throw per each level the acrobat is lower than the victim.

support within the patron's domains by those loyal to the patron. The fool gains the patron's allies and enemies while in the patron's service.

Furthermore, through his patron's resources a fool may request one favor per month (such as goods and services, loaned soldiery, introductions to other powerful patrons, a loaned permanent magical item with each month held counting as that month's favor, or several disposable magical items). The maximum value of the monthly favor (in gp) is determined by the level of the fool's patron as detailed in the adjoining chart.

The Judge determines the extent of a favor's fulfillment and the availability of favors requested. In general, the favor may not encompass more goods, services, or personnel beyond what may be acquired monthly in the patron's largest controlled Market (or in the case of a merchant, the largest Market they operate in or where they have established successful ongoing mercantile ventures).

Fools use the Henchman Loyalty table (***ACKS Core Rulebook***, p. 51) to determine their relationship with their patron. They begin with a Loyal (9-11) patron. However, the fool is always subject to the whims of the powerful, and they must roll on the Henchman Loyalty chart once per year and whenever their relationship with their patron is tested to determine how their relationship with their benefactor fairs. A fool gains a +1 bonus to the Loyalty roll for every level they are above their patron, and a -1 penalty to their Loyalty roll for every two levels they are below their patron. Requests for more than one favor per month forces an immediate reaction roll at a -2 penalty from their patron. A modified roll of 5 or less indicates the dismissal of the fool from the Patron's service, and a roll of 2 or less indicates an uncivil parting. It is possible for a fool to maintain service with a patron for many years or to move from patron to patron, depending on the whim of the dice.

At 14th level (King of Fools), a fool is gifted with **luck's boon**, and once per day may reroll (or force a reroll) on an attack roll,

Fool Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

FOOL TEMPLATES

3d6 Roll	Template	Proficiencies	Starting Equipment
3-4	Outcast	Combat Trickery (Incapacitate) Intimidation	Sling, 20 rough-hewn bullets, club, raggedy tunic and leggings, ratty leather belt, well-worn low boots, backpack, small bag of marbles, small bag with collected knickknacks (trash), moldy bread, pet mouse, 4gp
5-6	Fortune's Child	Divine Health Mimicry	Piecemeal armor (hide), rough worn leather boots, carved rod showing many childlike images (club), dagger, sling with 12 colored marble bullets, hemp belt, pouches with colored chalk and string, pouch full of jacks, a ragdoll, backpack, waterskin, 7 gp
7-8	Jester	Prestidigitation Performance (clowning)	Mottled yet colorful patchwork armor (hide), soft boots, bell-laden leather belt, heavy stick with bell-tipped clown face on end (club), dagger, theatrical makeup, sheep's bladder, flame juggling sticks (torches), "Punch and Judy" puppets, backpack, 7gp
9-10	Wildcard	Swashbuckling Alchemy	Patchwork armor (hide), dagger, bola, sling with 20 bullets, leather belt with 2 small pouches, evergreen and yellow cloak, bag of smooth marbles, 50' rope, backpack, wineskin, 10gp
11-12	Addertongue	Seduction Intimidation	Formfitting dyed armor sewn from unknown skins (hide), bola, two slender daggers, sling with 20 polished black bullets, high hard boots, sable cloak, black leather belt with several pouches, flask of hard liquor, 25' silk rope, 15gp
13-14	Odd Diplomat	Diplomacy Seduction	Well appointed padded (hide) armor, fine tunic and leggings, patterned gray cloak, fine dagger, platinum-tipped walking stick (club), fine hard black boots, fine leather belt, 4 belt pouches, pepper box, backpack, 1 week's iron rations, wineskin, 10gp
15-16	Luckbender	Divine Blessing Gambling	Hardened, pale, skin-stitched hide armor, ivory-handled dagger, iron rod shaped like a dragon with ivory grip (club), sling with smooth white-marble stones, off-white tunic with black embroidery on cuff and collar, ermine and sable cloak, fine black belt with four belt pouches, backpack, 1 week's iron rations, wineskin, 15 gp
17-18	Godtouched	Mystic Aura Intimidation	Lionskin hide armor, heavy oaken club carved into the shape of a snarling-toothed maw, bone-handled dagger, brass-rimmed heavy oaken shield, ivory holy symbol, lionskin cloak, hide belt with three belt pouches, pouch brimming with strange mushrooms, 1 week's iron rations, wineskin, 20gp

saving throw, or any other randomly rolled effect within 60'. The fool automatically chooses the most beneficial of the two rolls.

Proficiencies: Alertness, Animal Training, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, incapacitate, knock down), Contortionism, Diplomacy, Disguise, Divine Blessing, Divine Health, Endurance, Fighting Style, Gambling, Intimidation, Lip Reading, Mimicry, Mystic Aura, Performance, Precise Shooting, Prestidigitation, Riding, Running, Skirmishing, Swashbuckling, Weapon Finesse, Weapon Focus.

MOUNTEBANK

Prime Requisite: DEX and CHA
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

Mountebanks are charlatans, swindlers, and con artists, typically from society's underclass but not always so. Roguish connivers and grifters, mountebanks separate people from their possessions using guile, fast-talk, charm, and trickery. Unlike thieves, who pride themselves on the possessions they can take from others, the mountebank is a master at tricking marks into freely giving up the things they value most.

Mountebank Level Progression

Experience	Title	Level	Hit Dice	Special Abilities	Backstab
0	Dodger	1	1d4	Alchemy, Brew Quacksalves, Backstabbing, Bargaining, Hear Noise, Impersonation, Pick Pockets, Prestidigitation, Profession (huckster)	x2
1,250	Cheat	2	2d4	-	x2
2,500	Slicker	3	3d4	-	x2
5,000	Rascal	4	4d4	Read Languages	x2
10,000	Grifter	5	5d4	-	x3
20,000	Gouger	6	6d4	-	x3
40,000	Fraud	7	7d4	-	x3
80,000	Rook	8	8d4	-	x3
180,000	Mountebank	9	9d4	Hideout	x4
280,000	Mountebank Lord	10	9d4+2*	Read Scrolls	x4
380,000	Jack of Knaves	11	9d4+4*	-	x4
480,000	Jack of Patches	12	9d4+6*	-	x4
580,000	Jack of Spades	13	9d4+8*	-	x5
680,000	King of Knaves	14	9d4+10*	-	x5

*Hit point modifiers from constitution are ignored

Mountebanks are trained combatants, although not as skilled as fighters. At first level (Dodger), mountebanks hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience. Mountebanks cannot wear armor heavier than leather, and they cannot use shields. They may use any missile weapons and any one-handed melee weapons, and may wield a weapon in each hand if desired.

Like thieves, mountebanks have the ability to **backstab** surprised opponents, usually because the mountebank is disguised or distracts them in some way. When backstabbing, the mountebank will receive an attack bonus of +4 and, if successful, deal additional damage for every four levels he or she has attained. A mountebank at 1st through 4th levels does double the normal damage, at 5th-8th levels does triple the normal damage, at 9th-12th levels does quadruple the normal damage, and at 13th level or higher does quintuple the normal damage.

Mountebanks have a range of other skills to assist them their profession. All mountebanks are expert bargainers and showmen peddlers, possessing both the **Bargaining and Profession (huckster)** proficiencies at the start of play. They are also masters at creating minor magical effects, trickeries, and distractions to impress or draw attention away from what they are actually doing (as the **Prestidigitation** proficiency). Mountebanks can also **hear noises** and **pick pockets** with the same efficacy as thieves.

Mountebanks often have cause to create a persona, disguise their appearance, or take the identity of another individual in order to avoid retribution, put a mark at ease, or potentially *surprise* a target -- particularly in places where they have already plied their trade. Therefore, all mountebanks possess the ability to **impersonate others**. The chance of mountebanks successfully impersonating others improves by level, as shown on the Mountebank Skills Progression table below. Mountebanks who select the Disguise proficiency gain a +4 bonus to their proficiency throws to impersonate others. Mimicry and other relevant proficiencies may add additional bonuses to the throw, depending on the circumstances.

The Judge should adjust the target value depending on the impersonation intended and the tools, trappings, and time available to the mountebank. Typically, general impersonations (such as impersonating an orc soldier in a large military encampment) are far easier to accomplish than impersonations of individuals (such as impersonating Ugrok One-Hand, advisor to the Orc Chieftain). A character who is intimately familiar with the impersonated subject may make a proficiency throw of 14+ to see through the mountebank's impersonation. The character may add his WIS modifier to the roll, but must apply a penalty based on the mountebank's level, as shown on the Mountebank Skills Progression table.

All mountebanks know a smattering of **alchemy** (as the proficiency), but rather than pursue true alchemical expertise they instead favor the dubious practice of **brewing quacksalves**. Quacksalves are similar to the potions brewed by alchemists and mages, but of much lower cost and far more dubious efficacy. Thus a **quack potion of healing** is similar to a **potion of healing** but cheaper and less reliable.

Brewing a quacksalve costs 50gp per level of the spell effect imbued in the quacksalve. The brewing process requires one day per spell level. After the money and time is invested, the Judge makes a proficiency throw on behalf of the mountebank against the target value listed on the Mountebank Skills Progression table. The mountebank gains a +2 bonus on the throw per rank of Alchemy. The mountebank suffers a -2 penalty on the throw per level of the spell effect. Regardless of the target value, a natural roll of 1-3 always fails.

If the proficiency throw is successful, a quacksalve potion has been successfully created. It functions exactly like a normal potion of the same type. If the proficiency throw fails with a natural 1, or with a modified roll of 1 or less, a **counter-potion** has been created. The counter-potion somehow does the opposite of the potion's intended effect. (A **counter-potion of healing** might deal damage; a **counter-potion of invisibility** might make the character glow brightly.) If the proficiency throw fails with a natural 2-3, or by missing the target value by at least 4, then a **potion of delusion** is created. On any other result, the quacksalve is completely ineffectual.

The Judge should keep the results of the mountebank's proficiency throw to brew the quacksalve a secret, so that the mountebank is unsure whether or not his quacksalve is effective. If the mountebank (or another character) uses an Alchemy proficiency throw to identify a quacksalve, a successful result will reveal what the quacksalve is intended to do, but not what it actually does. Since many quacksalves cause delusion or death, wise characters simply don't drink them!

To create a quacksalve potion, the mountebank must possess a formula or sample of the equivalent (genuine) potion (e.g. to brew a **quack potion of healing**, the mountebank must have a formula or sample of a genuine **potion of healing**). A mountebank without any formulas or samples of genuine potions cannot make quacksalves at all!

The mountebank must also possess a **set of brewing equipment**. A minimum of 400gp must be invested in the brewing equipment to allow the creation of 1st level quacksalves. For each subsequent level of quacksalve to be created, an additional 200gp must be invested in the brewing equipment. For every 1,000gp of value in brewing equipment above the minimum required for the item, the mountebank receives a +2 bonus on his proficiency throw to brew quacksalves. Unlike the workshops and laboratories of mages and alchemists, the equipment a mountebank uses to brew quacksalves is typically very portable, as there is often a great need to gather belongings quickly and make a hasty exit from his or her current location! For encumbrance purposes, each 500gp worth of brewing equipment counts as 1 stone of weight.

Regardless of their available formulas, samples, and equipment, mountebanks can only attempt to brew quacksalves with spell effects equal to one-half their class level, rounded up. Thus a 1st level mountebank can only brew 1st level quacksalves, while a 7th level mountebank can brew 1st, 2nd, 3rd, or 4th level quacksalves.

EXAMPLE #1: Fornata the Glib, a 1st level mountebank, has 400gp in brewing equipment and a sample **potion of healing**. She wishes to create a **quack potion of healing**. The cost to create the quacksalve is 50gp and 1 day of brewing. Fornata spends the time and gold required, then makes a proficiency throw to brew quacksalve. As a 1st level mountebank, Fornata has a target value of 18+. Fornata has one rank in Alchemy, so she gains a +2 bonus to her throw. Because a **potion of healing** uses a 1st level effect in its creation, so she suffers a -2 penalty to her throw. The Judge makes the throw secretly on behalf of Fornata. The die roll is an 18, a success! When quaffed, the **quack potion of healing** will actually work as intended.

EXAMPLE #2: Fornata, now a 5th level mountebank, has become a well-known purveyor of potions. She now owns brewing equipment worth 600gp, and her level allows her to brew 1st, 2nd, and 3rd level quacksalves. She is approached by a band of adventurers seeking a **potion of invisibility** and a **potion of polymorph**. They have formulas for both that she can work from. Fornata cannot create a **quack potion of polymorph**, as polymorph is a 4th level effect and a 5th level mountebank can only create 3rd level quacksalves (5/2 = 2.5 rounded to 3). She can, however, brew a **quack potion of invisibility**, because **invisibility** is only a 2nd level effect. The cost to create the quacksalve is 100gp and 2 days of brewing. Fornata spends the time and gold required, then makes a proficiency throw to brew quacksalve. As a 5th level mountebank, Fornata has a target value of 14+. Fornata has one rank in Alchemy, so she gains a +2 bonus to her throw. **Invisibility** is a 2nd level effect, so she suffers a -4 penalty to her throw. The Judge makes the throw secretly on behalf of Fornata. The die roll is an 11, modified (+4 – 2) to a 9. Since the target throw is 14, Fornata failed to create the **potion of invisibility**. Furthermore, because she missed the target value by 4 or more, she accidentally creates a **potion of delusion** instead! When Fornata learns of the disastrous effect her quacksalve has on the expedition into the dwarven mines, she wisely gathers her belongings and hurries out of town.

Mountebank Skill Progression

Level	Impersonation*	Hear Noise	Pick Pockets**	Read Languages	Quacksalves
1	14+/-0	14+	17+	-	18+
2	13+/-1	13+	16+	-	17+
3	12+/-1	12+	15+	-	16+
4	11+/-1	11+	14+	5+	15+
5	10+/-1	10+	13+	5+	14+
6	9+/-2	9+	12+	5+	13+
7	8+/-2	8+	10+	5+	12+
8	7+/-2	7+	8+	5+	10+
9	6+/-2	6+	6+	5+	8+
10	5+/-3	5+	4+	5+	6+
11	4+/-3	4+	2+	5+	5+
12	3+/-3	3+	-1+	5+	4+
13	2+/-3	2+	-3+	5+	4+
14	1+/-4	1+	-5+	5+	4+

*The first number indicates the throw necessary to succeed, while the second number indicates the penalty applied to someone intimately familiar with the subject of the impersonation to notice some flaw in the mountebank's ruse.

*-1 penalty on the proficiency throw for each level the mountebank is lower than the victim.

EXAMPLE #3: Fornata is now a 10th level mountebank. Despite occasional "incidents" with adventurers, she has become quite wealthy, and upgraded her brewing equipment to a value of 2,200gp. She has decided to create a **potion of polymorph** for her henchman to take with her on a dangerous adventure. The cost to create the quacksalve is 200gp and 4 days of brewing. Fornata spends the time and gold required, then makes a proficiency throw to brew quacksalve. As a 10th level mountebank, Fornata has a target value of 6+. She now has two ranks in the Alchemy proficiency, so she gains a +4 bonus to her throw. **Polymorph self** is a 4th level effect, so she suffers a -8 penalty to her throw. The Judge makes the throw secretly on behalf of Fornata, and the die roll is a natural 1. A **counter-potion** has been inadvertently created. Since a **potion of polymorph** allows the imbiber to choose to transform into new forms, the Judge secretly decides that the counter-potion will cause the imbiber to randomly transform into new forms each round. This ends badly for the henchman.

Upon attaining 4th level, a mountebank gains the ability to **read languages** (including ciphers, treasure maps, and dead languages, but not magical writings). The mountebank succeeds with a proficiency throw of 5+ on 1d20. If the roll does not succeed, the mountebank may not try to read that particular piece of writing until he reaches a higher level of experience.

When a mountebank attains 9th level (Mountebank), he can establish a **hideout**, and 2d6 mountebank apprentices of 1st level will come to work with the character. If hired, they must be paid standard rates for ruffians. These apprentices may be used to engage in hijinks. Mountebanks may substitute **disguise** ability as the required skill for the **spying** and **treasure hunting** hijinks. Additional rules for hideouts are detailed in the Campaigns chapter of the ***ACKS Core Rulebook***.

At 10th level, a mountebank can **read and cast magic from arcane scrolls** with a proficiency throw of 3+ on 1d20. However, a failed throw means the spell does not function as expected, and can create a horrible effect at the Judge's discretion.

Mountebank Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14	7+	7+	10+	8+	9+	4+

Mountebank Proficiency List: Acrobatics, Alertness, Animal Training, Arcane Dabbling, Bargaining, Bribery, Climbing, Combat Trickery (disarm, incapacitate), Contortionism, Diplomacy, Disguise, Fighting Style, Gambling, Healing, Intimidation, Illusion Resistance, Lip Reading, Mapping, Mimicry, Performance, Running, Seduction, Signaling, Skirmishing, Sniping, Swashbuckling, Weapon Finesse.

MOUNTEBANK TEMPLATES

DESIGN NOTES

The Mountebank is a straight re-skin of the Thief class, built as HD 0, Fighting 1, Thievery 3. Like the Thief, the class has ten custom powers, with nine selected at 1st level and one custom power traded for a power at 4th and 10th level.

3d6 Roll	Template	Proficiencies	Starting Equipment
3-4	Villain	Combat Trickery (Incapacitate) Intimidation	Sling, 20 rough-hewn bullets, short sword, tattered leather armor, rough hewn cloak, tunic and pants, ratty leather belt, well-worn low boots, backpack, sap, 1 week's iron rations, 4 gp
5-6	Ringleader	Animal Training Performance (Oration)	Trainer's whip, bola, net, serviceable leather armor, ruffled tunic and breaches, worn red coat with tails, top hat, short sword, leather belt with large buckle, high black boots, hair grease, moustache wax, backpack, 1 week's iron rations, 7 gp
7-8	Imposter	Disguise Mimicry	Crossbow, case with 20 bolts, makeup kit, short sword, leather armor, gray tunic and pants, dark gray traveling cloak, high boots, leather belt, 2 flasks of common oil, lantern, wineskin, 1 week's iron rations, 2 daggers hidden in boots, 7 gp
9-10	Rake	Seduction Diplomacy	Crossbow, case with 20 bolts, fine rapier, form fitting leather armor, ruffled tunic and tight pants, gentleman's cloak, fine low boots, leather belt, dagger with sheath, cologne, well groomed riding horse with tack, 1 week's iron rations
11-12	Fortune Teller	Arcane Dabbling Knowledge (Occult)	Crossbow, case with 20 bolts, leather armor, billowy robes, leather belt, 2 belt pouches, crystal ball (non-magical) with stand, occult fortune cards, backpack, flash powder, incense bowl, short sword, concealed dagger, low soft boots, 1 week's iron rations, 4 gp
13-14	Physic	Alchemy Healing	Shortbow, quiver with 20 arrows, leather armor, university robes and cap, leather belt, 2 belt pouches, backpack, soft low boots, physicians apparatus, brewing equipment, several phials filled with liquid, riding horse with tack, 1 week's iron rations, 7 gp
15-16	Four Flusher	Lip Reading Gambling	Crossbow, case with 20 bolts, short sword, leather armor, respectable tunic and pants, high boots, smoking pipe and tobacco, leather belt, backpack, belt pouch, playing cards or plaques, concealed thin dagger, 3 shells and 1 marble, 1 week's iron rations, 7 gp
17-18	Grafter	Bribery Intimidation	Shortbow, quiver with 20 arrows, fine rapier, fine leather armor, well cared for tunic and pants, fine cloak, snuffbox, leather belt, belt pouch, high hard boots, riding horse and tack, leather saddlebags, 1 week's iron rations, 7 gp

The Fool is a much more complex build. While all other existing human custom classes were built with 4 build points across the Class Category Values, the Fool was built with just 3: Fighter 2 (1000 XP) and Hit Die Value 1 (500 XP). The Fool's inordinate number of custom powers comes from taking 10(!) Fighter Trade offs (1500 XP). The Fool spends many of these Custom Powers on thief abilities – which normally cannot be taken with Fighting Value trade-offs. We again made an exception for this unusual class. The nature of the Fool is, after all, to be a breaker of rules, and if it's a broken class, it's broken in a way that isn't game-breaking.

» We traded Unlimited Armor for Restricted Armor to gain 3 Custom Powers.

» We traded Unlimited Weapons for Restricted Weapons to gain 4 Custom Powers.

» We traded Two-handed Weapons fighting style to gain 1 Custom Power.

» We traded Fighter Damage Bonus to gain 2 Custom Powers.

» We then bought Backstab, Acrobatics, Performance, Pick Pockets, Hide in Shadows, and Hear Noise for 6 Custom Powers.

» We traded 2 Custom Powers to take additional Custom Powers at levels 2, 4, and 9.

» We traded 2 Custom Powers to take additional Custom Powers at levels 3, 5, and 7.

» We traded the Custom Power at level 7 to take additional Custom Powers at level 8 and 14.

» The Taunt power is a variation of the spell *Hideous Laughter* from ***ACKS*** Dwimmermount, and was bought as a spell-like ability.

» The Distract power is a variation of the spell *Hypnotism* from ***ACKS*** Dwimmermount, and was bought as a spell-like ability.

» The Fool's Luck power is a variation of the spell *Mirror Image* from ***ACKS***, and was bought as a spell-like ability.

A BLIGHT UPON THE EARTH

DESPOILING THE LAND FOR POWER

By James Kerr

There is no shortage of spellcasters who wish to find a shortcut to power, and there are plenty of shortcuts available, for those who are prepared to pay the price (or have someone else pay it for them). Many chaotic sects perform blood sacrifice - dark rituals that use the very souls of living creatures to fuel their magic.

But there is more than one way to steal life, and some chaotic casters have taken to sacrificing the life force of nature itself, using a terrible rite called **despoilment**. Despoilment extracts life energy from a 6-mile hex (32 square miles) and transforms some of the hex's life energy (as measured by the hex's land value) into divine power. Despoilment can only be performed by spell casters of at least 9th level who are able to make use of divine power. Despoilment is a highly chaotic act, and spellcasters whose magic system uses a moral code must be chaotic to be able to practice despoilment. A spellcaster who uses shaded magic (see ***Axioms Issue 1***) will suffer 5 points of corruption for performing despoilment.

THE PROCESS OF DESPOILMENT

To despoil a hex a spellcaster must form a **spiritual connection** to the land. If the hex to be despoiled falls entirely within the spellcaster's personal domain then the spellcaster automatically has a spiritual connection to the land – the old adage "the King and the Land are One" has truth in the world of ***ACKS***.

Otherwise, the spellcaster must construct a **monument** to the powers they serve within the hex, be it an altar to their chthonic masters, a dread obelisk that taps into the dark forces of the world, or whatever alternative the Judge deems appropriate for the magic system and setting. The monument's value must be at least 500gp per point of land value of the hex. The monument will create a Sinkhole of Evil in the manner of any chaotic altar, as described in the ***ACKS*** core rules.

Having constructed the monument, the caster must spend a day in close contact with the monument and make a magic research throw with a penalty equal to the land value of the hex. If the throw succeeds, the connection has been established, and despoilment can begin. If the throw fails, the caster has failed to form the necessary spiritual connection. He may make another attempt in one month, but each attempt requires that the monument be improved with an additional 1,000gp expenditure. Only one spellcaster can have a spiritual connection to each hex. If a spellcaster attains a connection to a hex, it breaks the connection any other caster has to it.

THE EFFECTS OF DESPOILMENT

Despoilment reduces the land value of the hex by 1 permanently and generates 8,580 divine power per month for 3 months. If the process of despoilment is interrupted before the despoilment is complete (by destroying the monument, breaking the caster's connection to the hex, or slaying the caster performing the despoilment) the land value will recover after 3 full months have passed since the interruption, but all divine power accumulated from the despoilment is lost. This can cause a magic item to lose its enchantment. If another despoilment attempt is made on the hex before the land value recovers then the point of land value is permanently lost without benefit.

If the despoilment is successful, another despoilment can be performed on the hex after a month. This can continue indefinitely until the land value of the hex is reduced to 0, at which point there is no longer enough life energy in the hex to drain.

THE EFFECTS OF DESPOILMENT

So long as the land value of a hex is at least 3, the effects of despoilment are obvious, but not catastrophic. Rivers and lakes will shrink, while deserts and standing water will expand, ruining once-fertile land. Crops will grow poorly while stone and metal deposits will grow strangely tainted and weak, making them useless for mining or working. When the land value drops due to despoilment, reduce the land income of any peasants in the hex accordingly.

If the hex contains a market or markets, the demand modifier for a random good in each market will increase by 1, to reflect falling production. All domains or settlements within the hex will suffer a -1 penalty too their next morale roll due to the disturbing effects of the dark magic on the land.

Once the land value falls to 2, the unnatural nature of the despoilment becomes more clear. At land value 2, the chance of encountering any living creature (other than vermin) as a wilderness encounter will halve.

At land value 1, the hex's terrain will change to either badlands (if it was a mountain), swamp (if it includes or is adjacent to a body of water), or desert (in all other cases). Former forest hexes retain their old encounter distance, reflecting thickets of dead trees obstructing the view.

At land value 0, the entire hex is devoid of life; no living things will be encountered as wandering monsters (other than NPC parties and Wyrms). The soil is so blighted that not even the dead will rot.

REVERSING THE EFFECTS OF DESPOILMENT

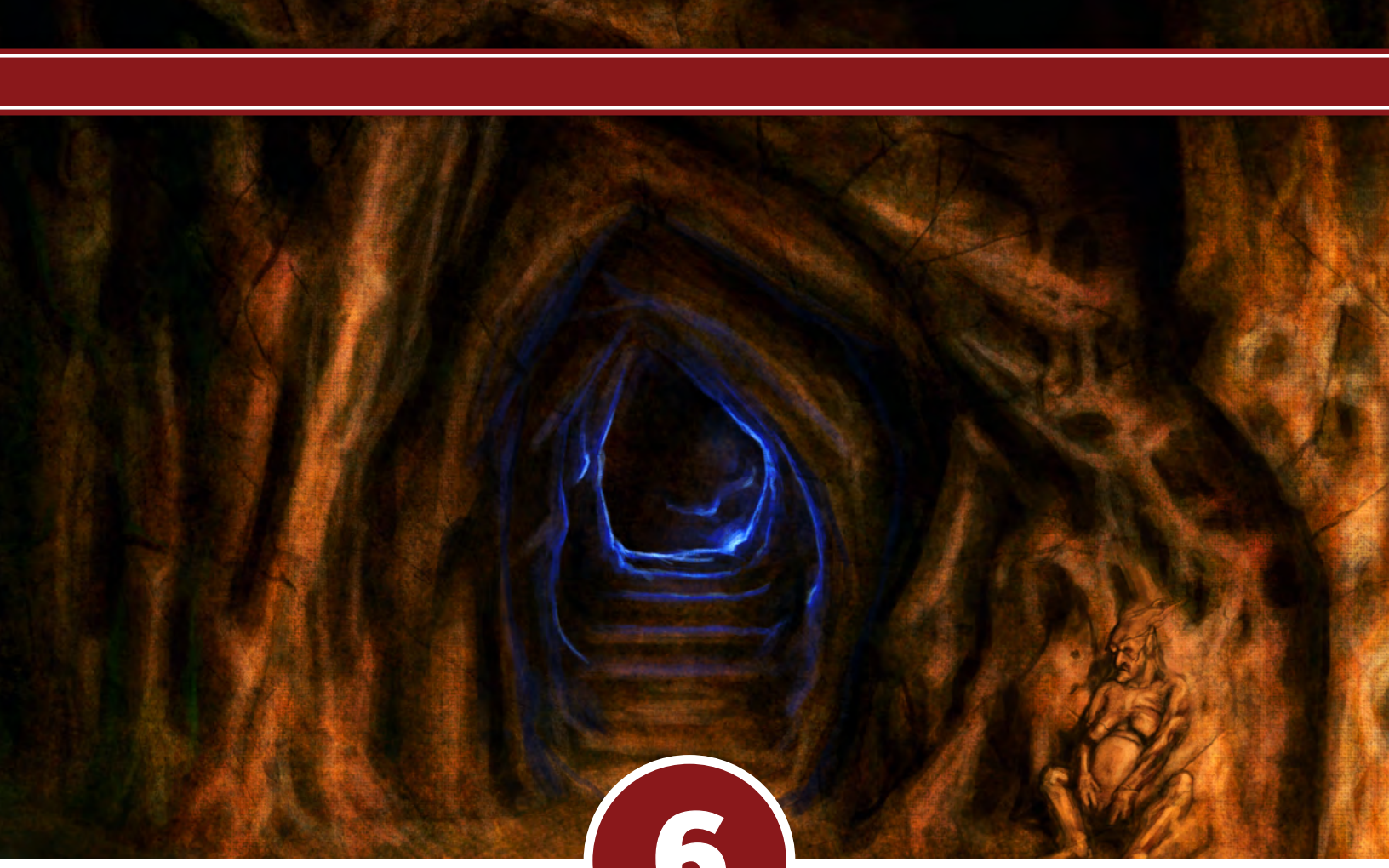
A lawful spellcaster (or a neutral spellcaster affiliated with nature in some way) capable of using divine power may attempt **envivification** - increasing the life energy flowing through the land. Envivification might be used to reverse the despoilment of some evil priest, or might aim to simply enhance the livelihood of those who dwell under their god's beneficence.

Envivification requires a spiritual connection to the land even greater than that of despoilment. A hex can only be envivified by either the lord or the spiritual advisor of the domain that encapsulates the hex. In the event of multiple domains sharing the hex, all the rulers / spiritual advisors of the domain must work in concert. Any monuments built to despoil the hex must be destroyed before the despoilment can begin.

Envivification does not require a magic research throw, but it costs 25,740 divine power to increase the land value of a hex by 1. This divine power may only come from congregations that are part of domains covering the hex. The divine caster(s) working envivification must be at least 5 levels higher than the land value to which they are trying to raise the land value. The maximum land value for a hex is 9.

In addition to increasing the land value, envivification will decrease the demand modifier of one random good in each market in the hex by 1 point, to reflect rising production. Envivification also acts as if it were agricultural investment - counting as 25,000 GP of investment in the month it is completed.

Envivification takes place gradually, with the in-game effect occurring 3 months after the divine power is spent.



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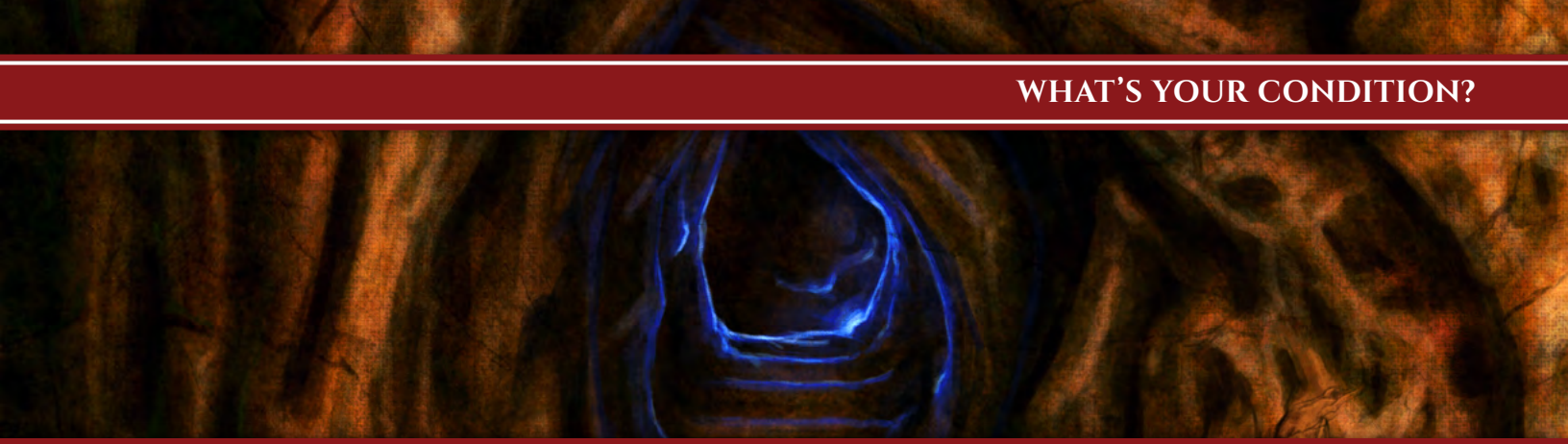
ISSUE SIX

SEPTEMBER 2017

BECAUSE WHEN YOU ZOOM IN FURTHER ON AN AREA OF GAME DESIGN, YOU FIND THAT WHEN YOU ZOOM IN FURTHER ON AN AREA OF GAME DESIGN, YOU FIND THAT WHEN YOU ZOOM IN FURTHER ON AN AREA OF GAME DESIGN...

- ***What's Your Condition?:*** **When the going gets tough, the tough save to avoid being blinded, deafened, grappled, and frightened.**
- ***Well Met! Now Prepare to Die, Handsome:*** **expanded mechanics for Diplomacy, Intimidation, and Seduction in ACKS**
- ***Prepare For the Future:*** **A glimpse of what might the future might hold for the Adventurer Conqueror King System**



WHAT'S YOUR CONDITION?

WHEN THE GOING GETS TOUGH, THE TOUGH MIGHT HAVE TO SAVE TO AVOID BEING BLINDED, DEAFENED, GRAPPLED, AND FRIGHTENED

By Alexander Macris

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class power, a proficiency, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition. If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't. The following definitions specify what happens to a creature while it is subjected to a condition.

GENERAL RULES FOR CONDITIONS

The following rules apply to all conditions, except where otherwise noted:

» A condition that prevents a creature from casting spells also prevents the creature from using spell-like abilities that require one full round or more, and from using scrolls.

» A condition that prevents a creature from moving also prevents the creature from taking actions in lieu of moving, such as standing up from being knocked down, sheathing one weapon and drawing another, readying or loosing a shield, picking an item off the ground, or retrieving an item from a pack or sack.

» A condition that prevents a creature from attacking also prevents the creature from taking actions in lieu of attacking that could not be taken as actions in lieu of moving, such as drinking a magic potion, lighting a torch, using a magic item, or turning undead.

ESCAPING FROM THE GRABBED AND RESTRAINED CONDITION

The grabbed, grappled, and restrained conditions can be ended with a successful escape.

When attempting to escape from being grabbed or grappled, a creature has to two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. If the creature is grabbed, grappled, or restrained by a large or imposing creature, it may suffer a penalty on this throw. In either case, if the throw succeeds, the creature has escaped.

When attempting to escape from being restrained, a creature may in some cases have the option to slip free or break free, as above. Sometimes the creature may also or instead have the option to cut free by, e.g., slashing off the tentacle which is restraining it. To cut itself free, a creature must successfully deal a particular amount of damage (noted in the monster's description) to the creature or appendage that has restrained it.

LIST OF CONDITIONS

BLINDED

» A blinded creature is easy to sneak up on, and suffers a -2 penalty to surprise rolls.

» A blinded creature suffers a -4 penalty to all attack throws.

» A blinded creature has its movement rate reduced to ¼ its normal rate.

CHARGING

» A charging creature gains a +2 bonus to melee attack throws, but a -2 penalty to its Armor Class.

» A charging creature equipped with an appropriate weapon or natural weapon will deal double damage.

» The condition is ended on the creature's next initiative.

CHOKING/VOMITING

» A choking/vomiting creature cannot attack, cast spells, move, or speak. However, it can still defend itself (it is not **vulnerable**).

CONCENTRATING

» A concentrating creature is able to sustain a continuous spell or effect which requires concentration.

» The condition is ended immediately if the creature takes damage or fails a saving throw.

» The condition is also ended immediately if the creature attacks, casts a spell, moves more than one-half its combat movement distance during a round, moves more than one-half its exploration movement rate during a turn, or moves more than one-half its wilderness movement rate during a day. Taking an action in lieu of moving, however, does not end the condition.

» If a concentrating creature is mounted, use the mount's movement rates in lieu of the concentrating creature's movement rates to determine whether the condition is ended. If a concentrating creature is standing on a vehicle controlled by others (such as a ship), ignore the vehicle's movement and use the creature's movement rates across the vehicle to determine whether the condition is ended.

CONCENTRATING AND STATIONARY

» A concentrating and stationary creature is able to sustain a continuous spell or effect which requires stationary concentration.

» The condition ends if the creature takes damage or fails a saving throw.

» The condition also ends if the creature attacks, casts a spell, or moves, or takes an action in lieu of moving.

» If a concentrating creature is mounted, use the mount's movement rates in lieu of the concentrating creature's movement rates to determine whether the condition is ended. If a concentrating creature is standing on a vehicle controlled by others (such as a ship), ignore the vehicle's movement and use the creature's movement rates across the vehicle to determine whether the condition is ended.

DEAFENED

» A deafened creature is easy to sneak up on, and suffers a -2 penalty to surprise rolls.

» Due to its inability to hear itself, a deafened creature has a -4 penalty on ceremony throws and spellsinging throws.

» A deafened creature has a 2 in 6 chance of failing any attempt to cast a spell, read a scroll, or utter a command word.

ENGAGED

» An engaged creature may not move except (1) as part of an overrun, (2) to perform defensive movement, or (3) to take one of the following actions in lieu of moving: sheathing one weapon and drawing another, readying or loosing a shield, picking an item off the ground, or retrieving an item from a pack or sack.

» The condition ends immediately when the creature is no longer within 5' of an opponent that is not helpless.

EXHAUSTED

» Exhausted creatures may not run or charge.

» The condition is ended when the creature rests for one turn (10 minutes).

FATIGUED

» Fatigued creatures suffer a cumulative -1 penalty on attack throws, proficiency throws, and damage rolls per day until the condition ends.

» The condition is ended when the creature rests as its major activity for a day.

FEEBLEMINDED

» A feebleminded creature cannot attack, cast spells, speak coherently, or understand complex instructions.

FRIGHTENED

» A frightened creature cannot attack, cast spells, or speak (except to make exclamations of peril and warning such as "DRAGON!" or "Flee for your life!").

» A frightened creature will run from the source of its fear at its full movement rate until the condition ends.

» If a frightened creature cannot flee, its cower in terror. It suffers a -2 penalty to AC and cannot attack, cast spells, move, or take any other actions until the condition ends. However, it is not **vulnerable**.

» An engaged creature that is frightened will cower in terror until it is able to disengage with defensive movement.

GRABBED

» A grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape.

» While a creature is grabbed, the opponent which grabbed it can automatically deal damage on its initiative each round to the grabbed creature without having to make an attack throw. Doing so counts as the opponent's attack with whatever natural weapon it has used to grab the creature. A grabbed creature still receives a saving throw against any special effects of the attack (such as poison, etc.).

» While a creature is grappled, the opponent which grappled it can move (bringing the grappled creature with it), but the grabbed creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent. If the grabbed creature's weight causes the opponent to exceed its maximum load, the opponent cannot move. Regardless of encumbrance, however, the opponent cannot charge or run unless the grabbed creature is at least one size category smaller than the opponent.

» A grabbed creature also has the **vulnerable** condition while it is grabbed.

» The grabbed condition is ended immediately when the grabbed creature escapes or when the creature which grabbed it releases it.

GRAPPLED (AKA GRABBED BY WRESTLING)

» A grappled creature cannot attack, cast spells, move, or take any other action except to attempt to escape.

» While a creature is grappled, the opponent which grappled it can perform a brawl, force back, disarm, or knock down action each round without having to make an attack throw so long as the grapple continues. The opponent still receives a saving throw.

» While a creature is grappled, the opponent which grappled it can move (bringing the grappled creature with it), but the grabbed creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent. If the grappled creature's weight causes the opponent to exceed its maximum load, the opponent cannot move. Regardless of encumbrance, however, the opponent cannot charge or run unless the grappled creature is at least one size category smaller than the opponent.

» A grappled creature also has the **vulnerable** condition while it is grabbed.

» The grappled condition is ended immediately when the grappled creature escapes or when the creature which grappled it releases it or performs a force back or knock down.

GYRATING

» A gyrating creature is highly unstable and has difficulty moving. If a gyrating creature has a surface it can push against, it can move at ½ its normal movement rate. If the target does not have a surface it can push against, it cannot move at all. It can take actions in lieu of moving without penalty, however.

» A gyrating creature suffers a cumulative penalty to its attack throws each time it attacks. . Its first attack throw will suffer a -1 penalty, its second a -2 penalty, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the target creature to begin again at -1.

HELPLESS

» A helpless creature cannot attack, cast spells, or move, or take actions in lieu of attacking or moving.

» A helpless creature gains no benefit to its AC from its shield (if any).

» A helpless creature can be **ambushed** or **backstabbed** by creatures capable of doing so.

» All attack throws against helpless creatures gain a +2 bonus, or a +4 bonus if the attacker **ambushes** or **backstabs** the helpless creature. The helpless creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from **ambush** or **backstab**.

» Melee attack throws against helpless creatures automatically hit if the If the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the helpless creature, then the helpless creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature may be dealt the attack's ordinary damage.

INFURIATED

» An infuriated creature will attack any creatures it can detect. It will prioritize attacking whichever creature has most recently damaged it, but otherwise will attack the closest target. If the animal has no eligible targets, it will wait motionless in seething fury until a target presents itself.

» An infuriated creature gains a +2 bonus to its attack throws but suffers a -2 penalty to its AC due to its mindless rage.

» An infuriated creature is immune to fear and ignores morale rolls.

» An infuriated creature cannot speak.

MESMERIZED

» A mesmerized creature cannot attack, cast spells, move, or speak.

» A mesmerized creature can still defend itself (e.g. it is not **vulnerable**).

NAUSEATED

» A nauseated creature cannot attack, cast spells, or speak.

» A nauseated creature can move away from the source of nausea, but cannot otherwise move or take actions in lieu of moving.

» A nauseated creature can still defend itself (e.g. it is not **vulnerable**).

PARALYZED

» A paralyzed creature is **helpless** (as above).

» A paralyzed creature cannot speak.

PETRIFIED

» A petrified creature is **helpless** (as above).

» A petrified creature cannot see, hear, smell, taste, touch, speak, or think.

» A petrified creature does not age, and is immune to all enchantments and transmogrifications except **stone to flesh**, and to all death spells except **disintegrate**.

» A petrified creature is damaged as a stone structure. It has 1shp per 2,000lbs, rounded up.

PRONE

» A prone creature can move, but only to crawl at a movement rate of 5', to take an action in lieu of moving, or to end the condition by using an action in lieu of moving to stand up.

» A prone creature that is engaged is subject to the movement restrictions of being engaged, so it can only crawl if using defensive movement, and cannot stand up in lieu of moving.

» A prone creature can attack, but suffers a -4 penalty on its attack throws. A prone creature can stand up in lieu of attacking.

» A prone creature can be **backstabbed** by creatures capable of doing so.

» Attack throws against prone creatures gain a +2 bonus, or a +4 bonus if the attacker **backstabs** the stunned creature. The stunned creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from **backstab**.

» The conditions is ended immediately when the creature stands up.

RECUPERATING

» A recuperating creature cannot be healed above 1 hit point.

» A recuperating creature cannot attack or cast spells.

» A recuperating creature has its movement rate reduced to ¼ its normal rate.

» The condition is ended when the recuperating creature has recuperated for the required number of days.

RESTRAINED

» A restrained creature cannot move, but can still attack, cast spells, take actions in lieu of attacking, or attempt to escape.

» The opponent which restrained the creature can automatically deal damage on its initiative each round to the restrained creature without having to make an attack throw. Doing so counts as the opponent's attack with whatever special natural weapon it used to restrain the creature. The restrained creature still receives a saving throw against any special effects of the attack (such as poison, etc.).

» A restrained creature also has the **vulnerable** condition while it is restrained.

» Sometimes a creature can be restrained by multiple causes (such as several tentacles); when this occurs, the restrained creature suffers an additional -1 penalty on its attack throws for each additional cause of restraint, in addition to the effects above.

» While a creature is restrained, the opponent which restrained it can move itself (bringing the restrained creature with it), but the restrained creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent. If the restrained creature's weight causes the opponent to exceed its maximum load, the opponent cannot move. Regardless of encumbrance, however, the opponent cannot charge or run unless the restrained creature is at least one size category smaller than the opponent.

» If a creature is restrained by long appendages (such as tentacles), the opponent which restrained it can, in lieu of an attack with that appendage, move the creature with its appendages its while remaining stationary itself. Some creatures may have the movement rate at which they can move restrained opponents listed; if not otherwise noted, a restrained creature can be moved at the same rate as the opponent's combat movement rate, subject to encumbrance. The restrained creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent's appendage(s). Calculate the normal load for the opponent's appendage(s) as (creatures' normal load x number of appendages restraining creature / total number of appendages) for purposes of calculating the rate at which the restrained creature can be moved.

» The restrained condition is ended immediately when the restrained creature escapes or when the creature which restrained it releases it. If restrained by multiple causes, each must be escaped separately.

SLUMBERING

» A slumbering creature is **helpless** (as above).

» A slumbering creature cannot see, hear, or speak.

» The condition is ended immediately if the slumbering creature is attacked, damaged, or moved.

STUNNED

» A stunned creature cannot attack, cast spells, move, or take actions in lieu of attacking or moving.

» A stunned creature is **vulnerable**.

UNCONSCIOUS

» An unconscious creature is **helpless** (as above).

» The condition is ended when the creature is slain.

» The condition is also ended when the unconscious creature's wounds are treated. When this occurs, the unconscious creature must roll 1d20+1d6 on the **Mortal Wounds** table and apply any appropriate modifiers listed.

» The condition is also ended if 24 hours pass. When this occurs, the unconscious creature must roll 1d20+1d6 on the **Mortal Wounds** table, with no bonus for treatment and at the full -10 penalty for being treated 1 day later.

VULNERABLE

» A vulnerable creature gains no benefit to its AC from its shield (if any).

» A vulnerable creature can be **ambushed** or **backstabbed** by creatures capable of doing so.

» All attack throws against vulnerable creatures gain a +2 bonus, or a +4 bonus if the attacker **ambushes** or **backstabs** the grabbed creature. The vulnerable creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from **ambush** or **backstab**.

WELL MET! NOW PREPARE TO DIE, HANDSOME

EXPANDED MECHANICS FOR DIPLOMACY, INTIMIDATION, AND SEDUCTION IN ACKS

By Alexander Macris

In ***ACKS***, interactions between PCs and NPCs use a simple 2d6 reaction roll system which creates a bell curve of results ranging from Hostile (2) to Friendly (12). The system functions admirably well for happenstance encounters between strangers provided the range of modifiers are kept limited (-3 to +3). However, the system begins to break down when a large number of positive modifiers are applied without any context or situational adjustment. Given sufficient bonuses, the results can be absurd – entire dungeons of monsters yielding without a fight.

The reaction rules in ***ACKS*** also make no provision for ongoing or repeated interactions. Can a Hostile creature ever be made Friendly? How long does it take? This article provides a set revised mechanics that answer these questions.

THE BASICS OF INTERACTION

Interaction occurs whenever an adventurer or party of adventurers encounters a creature or group of creatures not previously encountered. This is called an **initial interaction** and is resolved with an **interaction roll**. Various modifiers will apply to the interaction roll based on the **tone** of the interaction. The results of the interaction roll will yield an **attitude** such as Hostile, Unfriendly, Neutral, Indifferent, or Friendly. (The reaction roll rules in ***ACKS*** cover initial interactions, more-or-less.)

If satisfied with the attitude of a creature or group encountered, the adventurer or party need make no further interaction rolls. However, if the adventurer or party wishes to change the attitude of a creature or group that already has an attitude, they must engage in an **attempt to influence**.

If combat breaks out between the adventurer(s) and the creature(s), no attempts to influence may be made until the adventurer or party are defeated and captured, or the creature(s) are defeated or fail a morale roll.

TIME REQUIRED FOR INTERACTION

Stage	Time Required
Initial Interaction	Instantaneous
1st Attempt to Influence	1 round (10 seconds)
2nd Attempt to Influence	6 rounds (1 minute)
3rd Attempt to Influence	1 turn (10 minutes)
4th Attempt to Influence	6 turns (1 hour)
5th Attempts to Influence	8 hours (1 work-day)
6th+Attempts to Influence	5 work-days (1 week)

Interacting with NPCs takes time. The amount of time required to interact depends on how well the interacting individuals or groups know each other. The Time Interval for Interaction table, below, shows the amount of game time that characters must spend at each stage of interaction. Initial interactions between strangers happen almost instantly; persuading a foe of decades to join an alliance may take weeks or months.

SPOKESPERSON

When interactions occur between groups, each group will designate a **spokesperson**. The spokesperson is typically the group's leader or its highest Charisma character. The class, ability scores, proficiencies, and other characteristics of the spokesperson are applied on behalf of the group.

Sometimes a party of adventurers may not have a clear spokesperson, or may disagree as to who their spokesperson ought to be. In this case, whichever adventurer is encountered by or speaks to the other side first is considered to be the spokesperson for that stage. The Judge can call for an initiative roll to determine who speaks first if it is unclear.

EXAMPLE: Tavus is a paladin (CHA 18, Mystic Aura, Intimidation, +7 total bonus) nominally leading a party of 1st level adventurers. One of his comrades is an explorer named Morne (CHA 7, -1 penalty). The party encounters a group of 5 orcs. Tavus tells the Judge, "I draw my sword and tell them to surrender or die." Morne, who enjoys disrupting the paladin's plans, immediately says "I show my bare hands and say "let's talk!" The party erupts into dispute around the gaming table. The Judge calls for Tavus and Morne to each roll initiative. Morne wins, so he speaks first. The orcs consider him the spokesperson of the adventurers.

TONES OF INTERACTIONS

There are three types of interactions possible: Diplomatic, Intimidating, and Seductive, corresponding to the three proficiencies of the same name. Each tone of interaction has a different set of modifiers applicable to it. If a party is surprised by an encounter, the Judge chooses the tone based on whichever is least favorable for the party. Otherwise, the party's spokesperson chooses the tone of interaction for the initial interaction and at each stage thereafter. If tone is unclear from the spokesperson's statements or role-play, the Judge can ask for clarification or decide what tone has been adopted. Once the tone of interaction is settled, the Judge makes an interaction roll

EXAMPLE: Morne is the acting spokesperson for a party of adventurers that has just encountered 5 orcs. He raises empty hands and says "let's talk!" The Judge rules that this is a Diplomatic tone.

Diplomatic interactions occur when an adventurer makes a non-threatening appeal to the self-interest of a target or target's group. Calling on a guard to do his duty, a noble to protect his subjects, or a group of strangers to parley rather than fight are all examples of diplomatic interactions. The lengthy time intervals for ongoing attempts to influence with diplomacy represent long conversations, meetings, "diplomatic summits," and so on.

DIPLOMATIC MODIFIERS

The following modifiers apply to diplomatic interactions.

Alignment	
Character believed to be Lawful; target is Lawful or Neutral	+1
Character believed to be Lawful; target is Chaotic	-1
Character believed to be Chaotic; target is Lawful or Neutral	-2
Character's race is a historical enemy of target	-2
Location	
Character is trespassing in target's lair	-1
Character is in own lair	+1
Authority	
Character has legal authority over target (lord, guard, etc.)	+2 or more
Character owes target favors	-1/favor
Target has authority over character	-1 or more
Target owes character favors	+1/favor
Ability Scores & Proficiencies	
Character has Charisma Modifier	+Modifier
Character has Bribery and offers appropriate bribe	+1 to +3
Character has Diplomacy	+2
Character has Mystic Aura	+2
Target has Wisdom Modifier	-Modifier
Threat	
Character is brandishing weapon	-1
Target believes character has harmed friends	-2
Target has witnessed or has evidence that character harm friends	-5
Target has been personally harmed by character	-5 or more
Relationship	
Target is already Hostile	-2
Target is already Unfriendly	-1
Target is already Indifferent	+1

Interaction Roll	Initial Interaction	Attempt to Influence
2	Hostile, attacks	Shift 2 attitudes towards Hostile
3-5	Unfriendly, may attack	Shift 1 attitude towards Hostile
6-8	Neutral, uncertain	Shift 1 attitude towards Neutral
9-11	Indifferent, uninterested	Shift 1 attitude towards Friendly
12	Friendly, helpful	Shift 2 attitudes towards Friendly

EXAMPLE: A party of 1st level adventurers has just encountered five orcs. Morne, foolishly acting as the party's spokesperson, says "we come in peace!" Morne has a Charisma 7 (-1) and no relevant proficiencies.

The characters are believed to be of Lawful alignment and the target is Chaotic (-1) and the character's are trespassing in the target's lair (-1). Morne is not brandishing a weapon and the targets have evidence that the characters harmed anyone. The total penalty is -2. The total modifier is therefore +1-2=-3.

The Judge rolls 2d6-3, and gets an 11. The total of (11-3) 8 results in a "Neutral" response. "If you come in peace, why'd you invade our lair?" says the orc gang leader. The paladin, Tavus, now steps forward and attempts to influence the orcs. Since this is the first attempt to influence, it requires (1 combat round (10 seconds). The paladin decides to continue with a Diplomatic tone, saying "We've come to work as mercenaries. We'd like to meet your chief to join his service."

Tavus has Charisma 18 (+3) and Mystic Aura (+2), for a total bonus of +5. The same situational penalty apply, as the characters are still believed to be of Lawful alignment and the target Chaotic (-1) and the characters are still trespassing in the target's lair (-1). The Judge therefore rolls 2d6+5-2; the dice yield an 7. This modifies to a 10, resulting in a shift in attitude by one category, from "Neutral" to "Indifferent". The orc gang leader says, "Eh, Aghrimun always was stupid, knew he'd get himself killed some day. Not sure I wat to bother the chief right now, but you can go find him yourself if you want."

The paladin decides to continue parleying. As this is a second attempt to influence, it will take 1 minute (6 rounds of interaction). His modifier is now 2d6+5-1, because he gains a +1 from the target being Indifferent. The paladin decides to make fun of Aghrimum's weakness and then says they should all go have a laugh about it with the chief. The dice yield a result of 3, modified to a 7, resulting in a shift in attitude by one category towards "Neutral". This reverts the orcs towards Neutral. "I ain't got no interest in cracking jokes with the likes of you," says the orc gang leader. "Get out of here before I decide I want to crack your skull."

INTIMIDATING INTERACTIONS

Intimidating interactions occur when an adventurer threatens to cause harm to a target or target's group if the target does not cooperate with the adventurer. It is, in many ways, easier to use intimidation than diplomacy. But intimidating interactions have several disadvantages.

First, intimidating interactions cannot achieve genuinely Indifferent or Friendly attitudes. Instead, these are replaced with the Fearful and Cowed attitudes. Fearful creatures will attempt to withdraw or escape at the first opportunity; if no opportunity to escape is available, they count as cowed while they remain intimidated. Cowed creatures act as if Friendly while they remain intimidated. While Cowed or Fearful, creatures are treated as Neutral for purposes of diplomatic or seductive interactions.

Second, unlike the attitude established by a diplomatic interaction, the attitudes established by intimidating interactions are temporary. A new interaction roll must be made if the adventurer encounters new allies of the intimidated creature. It should be resolved with the same roll as that used for the initial interaction with the new creatures. The Judge can also call for a new interaction roll anytime the conditions that led to the initial intimidation have materially changed.

The lengthy time intervals for ongoing attempts to influence with intimidation represent activities such as long-term brainwashing, dehumanizing treatment, and/or torture. The Judge may limit the use of such interactions by Lawful characters if desired.

INTIMIDATION MODIFIERS

The following modifiers apply to intimidating interactions.

Character	
Character and party members outnumber target(s)	+1
Character and party members outnumber target(s) by 3:2 or more	+2
Character and party members outnumber target(s) by 3:1 or more	+5
Character is in own lair	+1
Character is brandishing weapon	+1
Character is brandishing magic items	+1
Character has target at disadvantage (blackmail, tied up)	+2 or more
Character has legal authority over target	+2 or more
Character is significantly higher level than target (3+ HD)	+2
Target	
Target's Morale Score	–score
Target has Wisdom Modifier	-Modifier
Target has witnessed character kill or torture target's associates	+1
Target is in own lair	-1
Target is armed	-1
Target has spells or magic items available	-1
Target and friends outnumber character and party members	-1
Target & friends outnumber character and party members by 3:2 or more	-2*
Target & friends outnumber character and party members by 3:1 or more	-5*
Target has character at disadvantage (trump card, helpless)	-5
Target has legal authority over character	-2 or more
Target is significantly higher level than character (3+ HD)	-2
Target believes he will suffer loss of face if submits	-2 or more
Target believes he will be horrendously punished or killed if he submits	-5 or more**
*If target is in lair, include number in lair as part of friends	
**"The Dark Lord will do far worse things to me than you ever would" factor	
Ability Scores & Proficiencies	
Character has Charisma Modifier	+Modifier
Character has Intimidation and either legal authority, outnumber, or outlevels target	+2
Character has Mystic Aura	+2
Relationship	
Target is already Hostile	-2
Target is already Unfriendly	-1
Target is already Fearful	+1

Interaction Roll	Initial Interaction	Attempt to Influence
2	Hostile, attacks	Shift 2 attitudes towards Hostile
3-5	Unfriendly, may attack	Shift 1 attitude towards Hostile
6-8	Neutral, uncertain	Shift 1 attitude towards Neutral
9-11	Fearful, attempts to withdraw/escape if possible	Shift 1 attitude towards Friendly
12	Cowed, helpful	Shift 2 attitudes towards Friendly

EXAMPLE: The party of 1st level adventurers has just slain the five orcs who refused to take them to their chief. Their bodies litter the floor and the adventurers' weapons are covered with orc-gore. Just then, another 10 orcs enter the room. Tavus (CHA 18, Mystic Aura, Intimidation, +7 total) steps forward. "Drop your weapons if you don't want the same to happen to you! " he says in orcish.

The characters are brandishing weapons (+1) and have some visible magic items (+1) but are not of substantially higher level and have no legal authority (0). The orcs are in their own lair (-1), are brandishing weapons (-1), and including friends in their lair outnumber the characters by more than 3:1 (-5). However they can see that the PCs have killed some friends (+1). Their chieftain is alive, giving them ML +2 (-2). The total modifiers are +7+1+1-1-1-5+1=+1.

The Judge rolls 2d6+1, and gets an 11. The adjusted total of 12 results in a "Cowed" response. The orcs drop their weapons. "We surrender!" they shout, dropping their weapons. "Take us to your chief," the paladin orders.

The characters reach the orc chief and seek to intimidate him as well. "Time to leave these caves, chief. This place is ours now," says Tavus. The characters are brandishing weapons (+1) and have some visible magic items (+1) but have no legal authority (0). The orc chief is in his own lair (-1), brandishing a weapon (-1), and has troops that outnumber the characters by more than 3:1 (-5). He knows that the PCs have killed some friends (+1). But he is 4HD, substantially higher level than the party (-1), has access to a witch doctor (-1), and will suffer loss of face if he submits to the adventurers (-2). With the chief alive, the orc morale is +2 (-2). The total modifiers are +7+1+1-1-1-5+1-1-1-2-2=-3.

The Judge rolls 2d6-1 and gets a 6. The adjusted total of 3 results in an "Unfriendly" response from the chief and other new orcs in the room. "I'll give you 10 seconds to get the hell out of my caverns, and then I start eating human-flesh," says the Chief.

Since the adventurers have now encountered allies of the orcs they intimidated, a new interaction roll is required for those orcs. It is resolved with the same roll as that used for the initial interaction with the orc chief. Since the result was 3, that means that the currently cowed orcs have their attitudes adjusted downward by one category, from "Cowed" to "Fearful". They begin to slink towards the sides of the room, hoping no one pays attention to them.

SEDUCTION INTERACTIONS

Seductive interactions occur whenever an adventurer appeals to a target's prurient interest. Seductive interactions can only be used with creatures with whom it would be possible to have passionate relations (not necessarily intercourse, but at least deep emotional passion.) The lengthy time intervals for ongoing attempts to influence with seduction represent extended periods of courtship such as private conversations, dates, social outings, cohabitation, and so on.

EXAMPLE: Tavus's party is virtually annihilated by the orc chief and his minions. The only survivor is Anja, a priestess of Ianna (CHA 16, Seduction, total modifier +4), who has been captured to be eaten later. As the cook-fires are being warmed, Anja says to the chief, "Don't you want me for yourself?" and begins dancing for him (Performance: dance).

Anja is younger than the orc chief, who – like many males – is attracted to youthful mates (+1). She is substantially lower level than the 4D orc chief (-1) and of lower social rank (-1). The orc chief has no particular kink for human women like Anja, but no antipathy either. Anja is attempting a seduction in front of the chief's friends (-1). Anja has displayed a Performance proficiency (+1). The chief, having fought against the adventurers, is Hostile (-2). The modifiers from the situation add up to -3. Combined with Anja's Charisma modifier and Seduction, the total modifier is +4-3=+1.

The Judge rolls 2d6+1, and gets an 11, modified to a 12. The adjusted total of 12 results in a shift of 2 attitudes towards Friendly, from Hostile to Neutral. The chief says "Keep dancing and maybe I won't cook you. Or maybe I will."

The priestess decides to continue seducing the orc chief. As this is a second attempt to influence, it will take 1 minute (6 rounds of interaction), during which time she continues to dance. Her modifier is now 2d6+3, because she no longer suffers the -2 penalty from the chief being hostile. The dice yield a result of 3, modified to a 6, resulting in a shift in attitude by one category towards "Neutral". The chief remains Neutral. "I'm not all that impressed," he says.

The priestess dances as if her life depends on it in a third attempt to influence. It will take 1 turn (10 minutes). Her modifier remains 2d6+3. The dice yield a 9, modified to a 12, resulting in a shift of attitude by two categories towards "Friendly". The chief breaks out into a toothy grin. "She has endurance! I like that in a mate. Bring her over here, she's with me."

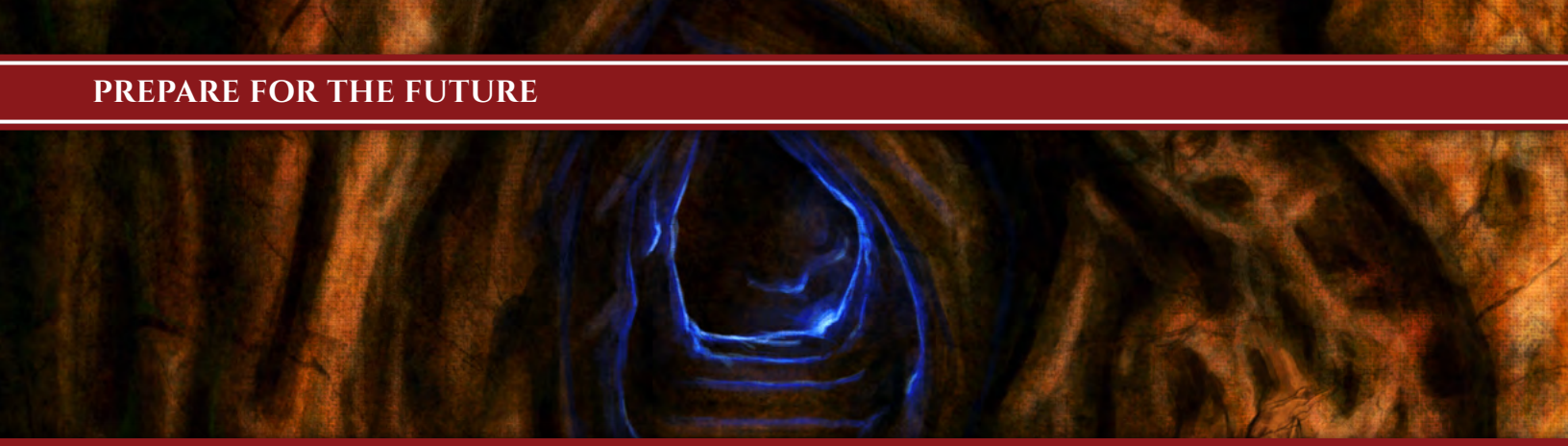
Several years later, the chthonic priestess Anja emerges as the head of a warband of orcs….

SEDUCTION MODIFIERS

Age	
Character is of younger age category than target attracted to youthful mates	+1/category
Character is of younger age category than target attracted to mature mates	-1/category
Character is of older age category than target attracted to mature mates	+1/category
Character is of older age category than target attracted to mature mates	+1/category
*Age categories only apply within Youth to Old range.	
Status	
Character has higher social status than target	+1 per noble rank or equivalent
Character is substantially higher level than target	+1
Character is substantially lower level than target	-1
Kink	
Character is of a race which particularly appeals to target	+1 or more
Character is of a race which is unappealing to target	-1 or more
Character's clothing is particularly appealing to target	+1 or more
Character's clothing is particularly unappealing to target	-1 or more
Character's physical traits are particularly appealing to target	+1 or more
Character's physical traits are particularly unappealing to target	-1 or more
Character's behavioral traits are particularly appealing to target	-1 or more
Character's behavioral traits are particularly unappealing to target	-1 or more
Privacy	
Character and target are alone	+1
Characters and target are in front of target's friends	-1
Ability Scores & Proficiencies	
Character demonstrates Performance or Art proficiency	+1
Character has Mystic Aura	+2
Character has Seduction and otherwise at least +1 in modifiers	+2
Target has Wisdom Modifier	-Modifier
Relationship History	
Character already Hostile	-2
Character already Unfriendly	-1
Character already Indifferent	+1
Character already Friendly	+2
Character has taken advantage of target's friends in the past	-1
Character has taken advantage of target in the past	-2
Target would be at personal risk from liaison with character	-2 or more

Reaction to Seduction

Interaction Roll	Initial Interaction	Attempt to Influence
2	Hostile, attacks or calls for aid	Shift 2 attitudes towards Hostile
3-5	Unfriendly, insults or rejects	Shift 1 attitude towards Hostile
6-8	Neutral, remains open	Shift 1 attitude towards Neutral
9-11	Indifferent, but secretly interested	Shift 1 attitude towards Friendly
12	Friendly, helpful	Shift 2 attitudes towards Friendly



PREPARE FOR THE FUTURE

A GLIMPSE OF WHAT MIGHT THE FUTURE MIGHT HOLD FOR THE ADVENTURER CONQUEROR KING SYSTEM

By Alexander Macris

The document you are reading is from the future… It was distributed as a free pamphlet at GENCON 2020 to assist ***ACKS*** players in making the conversion from *ACKS 1E* to *ACKS 2E*. How it reached me, I do not know; it is perhaps a result of some creatio-cognitive singularity in Indianapolis in recent days. In any event, it's quite interesting. I have some concerns about some of what's in this pamphlet, but I can only assume that in the next 30 months that my future self will experience certain playtest outcomes and player suggestions which will make it all become clear. Or perhaps not – the future is, after all, still ours to shape.

AN INTRODUCTION TO ACKS 2E

Welcome to GenCon 2020! This year marks the 10th anniversary of ***Adventurer Conqueror King System***. By the standards of role-playing games, that makes it an old rules set. Of course, age alone is no reason to change something; but with ten years of gameplay behind ***ACKS*** by hundreds of gaming groups worldwide, Autarch has now accumulated a wealth of new knowledge about the game. With feedback from our loyal fans, we've decided to update ***ACKS***. This guide will walk you through the major changes to the game.

CHARACTERS

WISDOM MODIFIER

In *ACKS 2E*, your WIS modifier increases your throw bonus on *all* saving throws, not just saving throws versus magic.

DEXTERITY MODIFIER

In *ACKS 2E*, your DEX modifier increases your throw bonus on proficiency throws to perform acrobatics, open locks, pick pockets, find traps, remove traps, hide in shadows, move silently, or climb walls.

ARMOR, WEAPON, AND FIGHTING STYLE PROFICIENCIES

In *ACKS 1E*the armor, weapons, and fighting styles available to a character were defined in natural language. This occasionally made a particular class's selections somewhat open to debate. *ACKS 2E* has formalized the selection of armor, weapons, and fighting styles into proficiencies, so that each class can have its starting armor, weapon, and fighting style proficiencies clearly laid out in a table.

ANIMAL COMPANIONS AND FAMILIARS

Instead of having ½ the Hit Dice of the adventurer they accompany, animal companions and familiars in *ACKS 2E* have 1 Hit Die less than their adventurer (½ HD at 1st level). The animal companion or familiar's baseline characteristics are adjusted based on its current Hit Dice relative to the Hit Dice of an ordinary animal of its type:

» The monster's attack throws, hit points, and saving throws increase or decrease by one per Hit Die.

» The monster's AC increases or decreases by ½ (1 per 2 HD), to a minimum of 0 and a maximum of its own starting HD.

» The monster deals an average of 2 hp more or less damage divided among all its attacks per HD. The Judge should decide how this is manifested. The Monster Attack Table (p. XX) can be used to calculate new damage dice if desired.

These rules put animal companions and familiars equal to an equivalent animal henchman acquired via Beast Friendship proficiency.

The rules for familiars in *ACKS 2E* specify that the familiar cannot itself select the Familiar proficiency, nor have henchmen. Familiars that take language proficiency learn to read and understand the language, but cannot speak it. Familiars can only

communicate with their adventurer, or with characters benefiting from **speak with animals** or **tongues**.

EQUIPMENT

COMMISSIONING EQUIPMENT

ACKS 2E incorporates the revised rules for Commissioning Equipment originally posted on the Official Forums, restated below:

If equipment the adventurers desire to purchase is not available, they may commission it to be created. The advantage of commissioning equipment is that ten times more equipment can be commissioned than is available as inventory. Where the number available is listed as a percentage chance, multiply the percentage by 10 and divide by 100%. The integer quotient is the number of units available, and the remainder (if any) is the percentage chance of one additional unit being available.

The disadvantage of commissioning equipment is that it is not immediately available. Buildings and vehicles, which can be built by large groups, are constructed at a rate of 1 day per 500gp value. Animals take 1 day per 1gp value to find and train. Other equipment takes 1 day per 5gp value. All commissioned equipment is worked on simultaneously.

CROSSBOWS AND ARBALESTS

Crossbows and arbalests must be reloaded after they are fired. Reloading is an action in lieu of moving.

MASTERWORK EQUIPMENT

The rules for masterwork equipment in the ***Heroic Fantasy Handbook*** are incorporated into *ACKS 2E*.

PROFICIENCIES

GAINING PROFICIENCIES

In *ACKS 2E*, all characters have four implicit general proficiency slots which represent their potential for natural accretion of knowledge over time (in addition to their starting and level-based proficiencies). Characters who are not exceptionally diligent at practice automatically fill these slots after 5, 15, 35, and 70 years of work.

However, by extensive training, characters can accelerate their acquisition of these proficiency slots.

» It takes 60 days (2 months) of major activity training that proficiency to gain the first rank of a proficiency.

» It takes 240 days (8 months) of major activity training that proficiency to gain the second rank or the first rank of a second proficiency.

» It takes 540 days (18 months) of major activity training that proficiency to gain the third rank or the first rank of a third proficiency.

» It takes 960 days (32 months) of major activity training that proficiency to gain the fourth rank or the first rank of a fourth proficiency.

The total time required to gain four proficiency ranks is therefore 1,800 days; at 6 hours per day of major activity that equates to about 10,000 hours.

RETRAINING PROFICIENCIES

Characters in *ACKS 2E* can retrain an existing class or general proficiency for another proficiency of the same type with 120 days of major activity training. The character must have access to a tutor who knows the proficiency, or to a training manual of the appropriate proficiency rank. A character can train back into a proficiency he previously knew with 60 days of major activity.

EXAMPLE: As a young man, Athelstan learned Craft (blacksmithing) and used his earnings from blacksmithing to tide him over when he was recovering from adventurers. Now that Athelstan has become a lord, he has a blacksmith on retainer and concerns himself with weightier matters of state. Athelstan hires a marshal to train him in Military Strategy. After 60 days of training, Athelstan has learned Military Strategy. He has lost Craft (blacksmithing).

MODIFIED PROFICIENCIES

ACKS 2E incorporates the modifications to the rules for Proficiencies found in the ***Heroic Fantasy Handbook***.

SPELLS

ARCANE REPERTOIRES AND SPELLBOOKS

The conceptual difference between spell repertoires, spell books, and spell formulas was somewhat confused in *ACKS 1E*. In *ACKS 2E* the rules make a clear distinction between the three.

» A spell repertoire is the set of spells that an arcane caster is capable of casting. The size of a caster's spell repertoire is limited by his class, level, and ability scores.

» A spell book is the set of spells that an arcane caster could have in his repertoire. There is no limit to the size of a caster's spell book.

» A spell formula is the information necessary to add a spell to a spell book. Spell formulas can be found on scrolls, in other caster's spell books, or in rare books.

It requires 1,000gp and 1 week of game time per spell level, plus access to the appropriate spell formula, to add a spell to your spell book. If your repertoire is not full, you may automatically add the spell to your repertoire at the same time. If the your repertoire is full, you may automatically replace one spell of the same level with the new spell at the same time.

An arcane spellcaster who already has a full repertoire of spells may sometimes wish to replace one spell in his spell repertoire with another of equal level already recorded in his spell book. It costs 1 week of game time per spell level to replace a spell in the repertoire with another in the spell book.

ADVENTURES

ATTACKS AND ARMOR PENETRATION

ACKS 2E uses the rules for Attacks and Armor Penetration found in the ***Heroic Fantasy Handbook***.

CONDITIONS

The effect of various conditions in combat has been formalized in *ACKS 2E* following the rules from this issue of ***Axioms***.

CRITICAL HITS

ACKS 2E uses the rules for Critical Hits found in the ***Heroic Fantasy Handbook***.

DAMAGE

When doubling (tripling, quadrupling, etc.) damage dice, increase the damage bonus by the same factor.

HIT POINTS AND HEALING

ACKS 2E uses the rules for Hit Points and Healing found in the ***Heroic Fantasy Handbook***.

MORTAL WOUNDS

In *ACKS 2E*, adventurers with d6 HD add +2 to their 1d20 roll on the Mortal Wounds table. Adventurers with d8 HD add +4, adventurers with d10 HD add +6, and adventurers with d12 HD add +8.

However, the penalties for negative hit points are more severe. The Mortal Wounds throw is modified by +5 if hp are exactly 0; -2 if hp are at a negative value from ¼ to ½ max hp; -5 if hp are at a negative value of ½ max hp to max hp; -10 if hp are at a negative value of max hp to twice max hp; and an additional -5 for each max-hp interval thereafter.

> EXAMPLE: Athelstan has 40 hp. At 0 hp, the modifier is +5. At -5 hp, the modifier is 0. At -10 hp, the modifier is -2. At -20 hp, the modifier is -5; at -10 hp, the penalty is -2; at -20hp, the penalty is -5; at -40hp, the penalty is -10; at -80hp, the penalty is -15, and so on.

SPEARS

When attacking with a spear, an attack throw of natural 1 results in a non-magical spear's haft being broken. A magical spear's haft is damaged. A magical spear can be damaged a number of times equal to its bonus before its haft is broken. A spear with a broken haft can be used as a dagger or a quarterstaff, but no longer functions as a spear. A nonmagical or magical spear can be repaired by setting the spearhead onto a new shaft, which costs 1gp and requires 1 rank of Craft (weaponsmithing).

SPECIAL MANEUVERS

ACKS 2E adds the clamber and sweeping attack special maneuvers from the ***Heroic Fantasy Handbook***. It also makes special maneuvers more useful. When you succeeds on a disarm, force back, knock down, or sunder special maneuver, you may choose to deal normal damage in addition to triggering the effect of the special maneuver. When you succeed in a wrestling special maneuver, you may choose to deal brawling damage in addition to triggering the effect of the special maneuver.

THIEVERY

ACKS 2E uses the rules for Thievery found in the ***Heroic Fantasy Handbook***, including encumbrance, equipment, and revisions to the thief skills.

CAMPAIGNS

CAMPAIGN ACTIVITIES

Campaign activities in *ACKS 2E* are governed using the rules for Campaign Activities found in ***Axioms Special Edition***.

MAGICAL RESEARCH

Weapons: Weapons that use ammunition (bows, crossbows, slings) and the various types of ammunition (arrows, bolts, and stones) cost only ½ the time and gold to enchant as other weapons. This is because the magical bonus applies only to the attack throw or damage roll and not both.

Potions: Potions have a duration of 1d6+6 turns or the duration of the spell granted by the potion, whichever is shorter. Potions enchanted with spells of instantaneous duration (such as healing potions) remain instantaneous. Potions have a caster level equal to the minimum caster level required to cast the spell with which the potion has been enchanted.

Wands and Staves: Wands have a caster level equal to the minimum caster level required to cast the highest-level spell with which the wand has been charged. Staves have a caster level equal to the three levels higher than the minimum caster level, or equal to that of the caster who enchanted them, whichever is lower.

Constructs and Machines: The cost of adding a major special ability to a construct or machine is 5,000gp. The cost of adding a minor special ability is 625gp. Major and minor special abilities are currently explained in ***Lairs & Encounters***.

STRONGHOLDS AND DOMAINS

ACKS 2E uses the revised approach for strongholds and domains found in ***Axioms III*** in lieu of the system found in the Campaigns chapter of *ACKS 1E*, as well as the ancillary rules for separating land and lordship, establishing senates, and managing domain encounters from that same issue, and for beastman clanholds, chaotic domains, and tribal warriors from ***Axioms II***.

BATTLES

The *ACKS 2E* rules adopt the revised approach for abstract battle resolution found in ***Axioms IV*** in lieu of the system found in ***Domains at War: Campaigns***.

MERCANTILE VENTURES

ACKS 2E incorporates the rules for mercantile ventures found in ***Axioms III***.

ABSTRACT DUNGEONS

ACKS 2E incorporates the rules for abstract adventuring found in ***Axioms VI***.

MONSTERS

MONSTER REACTIONS

The monster listings now include a reaction score for each monster, which is applied as a modifier to reaction rolls when the monster is encountered by adventurers. This score can vary depending if the monster is encountered in its lair.

> EXAMPLE: Owlbears are mean-spirited carnivores gripped by bestial madness. Their reaction modifier is -10. Owlbears almost always attack adventures they encounter.

TREASURE

TREASURE TYPE

ACKS 2E uses the updated treasure type tables found in ***Heroic Fantasy Handbook***.

POTIONS

Potions have a duration of 1d6+6 turns or the duration of the spell granted by the potion, whichever is shorter. Potions enchanted with spells of instantaneous duration (such as healing potions) remain instantaneous. Potions have a caster level equal to the minimum caster level required to cast the spell with which the potion has been enchanted.

SCROLLS

Scrolls have a caster level equal to the minimum caster level required to cast the spell, or the caster level of their users, whichever is greater.

WANDS AND STAVES

Wands have a caster level equal to the minimum caster level required to cast the highest-level spell with which the wand has been charged. Rods and staves have a caster level equal to the three levels higher than the minimum caster level, or equal to that of the caster who enchanted them, whichever is lower.

7

ISSUE SEVEN
DECEMBER 2017

THE ART AND SCIENCE OF MAGIC IS PLUMBED YET FURTHER...

- ***Magic Item Research:*** **the mathematics of manufacturing magical items**
- ***Magical Compounds:*** **transforming monstrous matter into magical ingredients!**
- ***Alternative Progressions for the Arcane Values:*** **solving the conundrum of nonlinear arcane power versus build point cost**
- ***A Grimoire of Spells:*** **nine new dweomers for the discerning caster**

MAGIC ITEM RESEARCH

THE MATHEMATICS OF MANUFACTURING MAGIC ITEMS

By Alexander Macris

The magic item research rules of ***ACKS*** make it possible, in theory, to calculate the price of every magic item. However, the rules do not actually provide those prices, and doing so is certainly a laborious task, made all the more laborious by the fact that some of the effects of the items do not map onto existing spells in either ACKS or the Player's Companion.

This article hopes to provide guidance to the Judge as to how much various magic items are worth, along with an explanation as to how each item's value was calculated.

In order to do this, the article provides an extensive set of new spell effects and modifiers, intended for us with the custom spell creation system, as well as some new custom spells that are implied by the existing items. A few items have powers that do not map to effects in the spell creation system at all; for these, we have offered estimates based on benchmarks from existing spells that are somewhat similar.

We have also used the opportunity provided by this article to clarify the duration of potions, the limits on the effects that can be made into potions, and the limits of the effects that can be made into protection scrolls.

SCROLLS

Notes:

» A **scroll of warding** is a special type of spell scroll that can be used by any character who can read it. For a scroll to qualify as a scroll of warding, it must have include only one spell, and that spell must have as its sole effect a **ward** effect from the Protection type. A scroll of warding cannot be used to learn the spell it contains. Scrolls of warding are otherwise created like normal spell scrolls.

» Protection spells can have a duration of 2 turns (as in *ward versus elementals*) at a cost factor of x1.1.

Custom Spells:

» **Ward Versus Elementals:** Ward versus elementals (3), target 1 creature (x1), protection in 10' radius around target (x1.75),range self (x.75), duration 2 turns (x1.1), beneficial effect (x1), arcane (x1), total cost 4

» **Ward Versus Lycanthropes:** Ward versus lycanthropes (3), target 1 creature (x1), protection in 10' radius around target (x1.75),range self (x.75), duration 6 turns (x1.33), beneficial effect (x1), arcane (x1), total cost 6

» **Ward Versus Undead:** Ward versus undead (3), target 1 creature (x1), protection in 10' radius around target (x1.75),range self (x.75), duration 6 turns (x1.33), beneficial effect (x1), arcane (x1), total cost 6

Scrolls	GP Cost	Time	Spell Level	Spells Used
Ward against Elementals	500gp	1 week	1	*ward versus elementals* (custom spell 4 points) , 1 charge
Ward against Lycanthropes	500gp	1 week	1	*ward versus lycanthropes* (custom spell 6 points), 1 charge
Ward against Magic	3,000gp	6 weeks	6	*anti-magic shell*, 1 charge
Ward against Undead	500gp	1 week	1	*ward versus undead* (custom spell 6 points), 1 charge

Potions	GP Cost	Time	Spell Level	Spells Used
Animal Control	2,500gp	5 weeks	5	*control animals*, 1 charge
Clairaudience	1,500gp	3 weeks	3	*clairaudience*, 1 charge
Clairvoyance	1,500gp	3 weeks	3	*clairvoyance*, 1 charge
Climbing	500gp	1 weeks	1	*spider climb*, 1 charge
Diminution	1,500gp	3 weeks	3	*diminution*, 1 charge
Dragon Control	1,000gp	2 weeks	2	*control dragon* (custom spell 11 points), 1 charge
ESP	1,000gp	2 weeks	2	*ESP*, 1 charge
Extra-Healing	2,000gp	4 weeks	4	*cure serious wounds*, 1 charge
Fire Resistance	1,000gp	2 weeks	2	*fire resistance*, 1 charge
Flying	1,500gp	3 weeks	3	*fly*, 1 charge
Gaseous Form	1,500gp	3 weeks	3	*gaseous form*, 1 charge
Giant Control	1,000gp	2 weeks	2	*control giants* (custom spell 11 points) , 1 charge
Giant Strength	2,000gp	4 weeks	4	*giant strength*, 1 charge
Growth	1,500gp	3 weeks	3	*growth*, 1 charge
Healing	500gp	1 weeks	1	*cure light wounds*, 1 charge
Heroism	1,500gp	3 weeks	3	*heroism* (level 3 spell) , 1 charge
Human Control	1,500gp	3 weeks	3	*control humans* (custom spell 29 points), 1 charge
Invisibility	1,000gp	2 weeks	2	*invisibility*, 1 charge
Invulnerability	1,000gp	2 weeks	2	*shimmer*, 1 charge
Levitation	1,000gp	2 weeks	2	*levitation*, 1 charge
Longevity	3,000gp	6 weeks	6	*longevity ritual*, 1 charge
Oil of Sharpness	500gp	1 weeks	1	*sharpness*, 1 charge
Oil of Slipperiness	500gp	1 weeks	1	*slipperiness*, 1 charge
Philter of Love	1,000gp	2 weeks	2	*love* (custom spell 16.5 points), 1 charge
Plant Control	3,000gp	6 weeks	6	*control plants*, 1 charge
Poison	2,000gp	4 weeks	4	*neutralize poison*, 1 charge
Polymorph	3,000gp	6 weeks	6	*dynamic polymorph self* (custom spell 60 points)
Speed	1,500gp	3 weeks	3	*haste*, 1 charge
Super-Heroism	2,500gp	5 weeks	5	*super heroism* (level 5), 1 charge
Stone to Flesh	3,000gp	6 weeks	6	*stone to flesh*, 1 charge
Treasure Finding	2,000gp	4 weeks	4	*find treasure*, 1 charge
Undead Control	2,500gp	5 weeks	5	*control undead*, 1 charge
Water Breathing	1,500gp	3 weeks	3	*water breathing*, 1 charge

POTIONS

Notes:

» By default, potions last for 1d6+6 turns or the duration of the underlying spell, whichever is less.

» If the spell's duration is indefinite, then the potion's effects are permanent until **dispelled**. Such potions are normally known as **philters** (e.g. **philter of love**).

» If the spell's duration is instantaneous, its effects are also permanent. However, the target of an instantaneous potion is *always* the character who drinks the potion. A potion *cannot* imbue a character with the ability to cast an instantaneous spell on another creature or area. A **potion of healing** healers the imbiber; it doesn't let the imbiber cast **cure light wounds**. A hypothetical **potion of fireball** would causes the imbiber to suffer the effects of a **fireball**, not grant the ability to cast one.

Custom Spells:

» **Control Dragon:** Charm target (30), target 1 creature of any HD (x1.1), only target dragons (x0.5), range 60' (x1), duration until saving throw succeeds (x1.33), saving throw avoids effect (x0.5), arcane (x1), total cost 11

» **Control Giant:** Charm target (30), target 1 creature of any HD (x1.1), only target giants (x0.5), range 60' (x1), duration until saving throw succeeds (x1.33), saving throw avoids effect (x0.5), arcane (x1), total cost 11

» **Control Humans:** Charm target (30), target 2d8 HD worth of creatures of any HD (x3), only target living creatures (x0.75), range 60' (x1), duration until saving throw succeeds (x1.33), saving throw avoids effect (x0.5), arcane (x1), total cost 29

» **Love:** Charm target (30), target 1 creature of up to 4+1 HD (x1.1), only target humanoids (x0.5), range 60' (x1), duration

Rings	GP Cost	Time	Spell Level	Spells Used
Animal Command	100,000gp	400 days	4	*command animals*, permanent
Command Human	75,000gp	300 days	3	*command person*, permanent
Command Plant	100,000gp	400 days	4	*command plants*, permanent
Djinni Calling	18,000gp	180 days	6	*summon djinni*, once per week
Fire Resistance	50,000gp	200 days	2	*fire resistance*, permanent
Invisibility	33,000gp	160 days	2	*invisibility* , once per turn
Protection +1	25,000gp	100 days	1	*protection +1* (custom spell 8 points), permanent
Protection +2	50,000gp	200 days	2	*protection +2* (custom spell 15 points), permanent
Protection +3	75,000gp	300 days	3	*protection +3* (custom spell 30 points), permanent
Protection +3, 5' Radius	100,000gp	400 days	4	*protection +3, 5' radius* (custom spell 34 points), permanent
Regeneration	150,000gp	600 days	6	*trollblood*, permanent
Spell Storing	100,000gp	400 days	4	*spell storing*, permanent
Spell Turning	42,000gp	588 days	7	*spell turning*, 12 charges
Telekinesis	125,000gp	500 days	5	*telekinesis*, permanent
Water Walking	75,000gp	300 days	3	*water walking*
Wishes	13,500gp	189 days	9	*wish* , 3 charges
X-Ray Vision	82,500gp	400 days	5	*x-ray vision*, once per turn

indefinite (x2.2), saving throw avoids effect (x0.5), arcane (x1), total cost 16.5

» **Dynamic Polymorph Self:** Transform to living creature's physical form (35), gain form's physical characteristics (10), and gain form's physical attacks (10) (55 total), dynamically change form during spell's duration (x1.5), HD limited to caster level and 2 x target's level (x0.75), target 1 living corporeal creature (x1), range self (x0.5), duration 6 turns + 1 turn per level (x1.5), cancel spell at will (x1.3), beneficial effect (x1), arcane (x1), total cost 60

RINGS

Custom Spells:

» **Protection +1:** +1 bonus to armor class (5), +1 bonus to saving throws (5), target 1 creature (x1), range self (x.75), duration 1 turns (x1), beneficial effect (x1), arcane (x1), total cost 7.5

» **Protection +2:** +2 bonus to armor class (10), +2 bonus to saving throws (10), target 1 creature (x1), range self (x.75), duration 1 turns (x1), beneficial effect (x1), arcane (x1), total cost 15

» **Protection +3:** +2 bonus to armor class (20), +1 bonus to saving throws (20), target 1 creature (x1), range self (x.75), duration 1 turns (x1), beneficial effect (x1), arcane (x1), total cost 30

» **Protection +3, 5' Radius:** +3 bonus to armor class (20), +3 bonus to saving throws in 5' radius (20 x 1.25), target 1 creature (x1), range self (x.75), duration 1 turns (x1), beneficial effect (x1), arcane (x1), total cost 34

RODS, STAVES, AND WANDS

Notes:

» A magic item with a permanent effect that can be used 1/day per character (e.g. *staff of healing*) has a base cost of 500gp x spell level x 45 and a research time of 90 days x spell level.

» Wands are no longer than 18" long. They cast spells at minimum caster level and can hold up to 20 charges. Rods are between 2' and 4' long. They cast spells at minimum caster level +3 and

Rods, Staves, and Wands	GP Cost	Time	Spell Level	Spells Used
Rod of Cancellation	3,500gp	49 days	7	*cancellation*, 1 charge
Rod of Resurrection	70,000gp	980 days	7	*resurrection ritual*, 5 charges
Staff of Commanding	75,000gp	300 days	7.5	*animal command*, *human command*, *plant command*, 20 charges
Staff of Healing	22,500gp	90 days	1	*cure light wounds*, once per day per creature
Staff of Power	130,000gp	503 days	12.5	*cone of cold*, *telekinesis*, *fireball*, *lightning bolt*, *continual light*, 20 charges, on *staff +1*
Staff of Striking	25,000gp	83 days	2	*lesser striking* (custom spell 14 points), 20 charges, on *staff +1*
Staff of Withering	125,000gp	483 days	12	*decrepitude ritual*, *lesser withering* (custom spell 30 points), *lesser striking* (custom spell 14 points), 20 charges, on *staff +1*
Staff of Wizardry	280,000gp	1,103 days	27.5	*control weather*, *passwall*, *conjure elemental*, *cone of paralysis*, *cone of cold*, *telekinesis*, *fireball*, *fly*, *lightning bolt*, *continual light*, *lesser striking*, *invisibility*, *web*, 20 charges, on *staff +1*
Staff of the Serpent	105,000gp	403 days	2	*transform staff to snake* (custom spell 19 points), on *staff +1*
Wand of Cold	50,000gp	200 days	5	*cone of cold*, 20 charges
Wand of Detecting Enemies	10,000gp	40 days	1	*detect evil*, 20 charges
Wand of Detecting Magic	10,000gp	40 days	1	*detect magic*, 20 charges
Wand of Detecting Metals	30,000gp	120 days	3	*detect metal* (custom spell 30 points), 20 charges
Wand of Det. Secret Doors	20,000gp	80 days	2	*detect secret doors*, 20 charges
Wand of Detecting Traps	20,000gp	80 days	2	*find traps*, 20 charges
Wand of Device Negation	60,000gp	240 days	6	*negation* (custom spell 58 points), 20 charges
Wand of Fear	40,000gp	160 days	4	*fear*, 20 charges
Wand of Fire Balls	30,000gp	120 days	3	*fireball*, 20 charges
Wand of Illusion	20,000gp	80 days	2	*phantasmal force*, 20 charges
Wand of Lightning Bolts	30,000gp	120 days	3	*lightning bolt*, 20 charges
Wand of Magic Missiles	10,000gp	40 days	1	*magic missile*, 20 charges
Wand of Paralyzation	50,000gp	200 days	5	*cone of paralysis*, 20 charges

can hold up to 12 charges. Staffs are at least 6' long and 2" thick; they cast spells at minimum caster level +3 and can hold up to 30 charges.

» while rods and staffs cast spells at minimum caster level +3.

» If a rod, staff, or wand contains only touch-range spells, the item can be crafted to simultaneously unleashed one, some, or all of the spells on a successful attack throw. Each spell unleashed costs 1 charge. The wielder must decide how many charges are expended before the attack throw is rolled. This is how a *staff of withering* is crafted.

» It costs an average of 4 charges to cast *resurrection* using a *rod of resurrection*. Therefore the rod's cost has been calculated as if it had 5 charges rather than the usual 20 charges.

» Detection spells can detect metal in range (as in *detect metal*) at a base cost of 15.

» Protection spells can negate a wand, staff or rod (as in *negation*) at a base cost of 11.

» Protection spells can have a duration of 1 round (as in *negation*) at a cost factor of x0.66.

» Protection spells can have a range of line of sight (as in *negation*) at a cost factor of x2.

» Transmogrification spells can increase damage of a weapon (as in *lesser striking*) by 1d6 points at a base cost of 30.

» Transmogrification spells can have a duration of 1 round (as in *lesser striking*) at a cost factor of x0.4.

» Transmogrification spells can have a target of 1 weapon (as in *lesser striking*) at a cost factor of x1.0. A target modifier of x0.75 applies if the weapon must be of a particular type (as in *transform staff to snake*).

Swords	GP Cost	Time (Weeks)	Spell Level	Spells Used
Sword +1	$5,000	1 month	n/a	
Sword +1, +2 versus lycanthropes	$10,000	1.5 months	n/a	
Sword +1, +2 versus spell casters	$10,000	1.5 months	n/a	
Sword +1, +3 versus undead	$20,000	2 months	n/a	
Sword +1, +3 versus dragons	$20,000	2 months	n/a	
Sword +1, +3 versus regenerating	$20,000	2 months	n/a	
Sword +1, +3 versus summoned	$20,000	2 months	n/a	
Sword +1, light 30' radius	$30,000	130 days	n/a	*light*, permanent
Sword +1, Flame Tongue	$45,000	190 days	1	sword +1, $5000/1 month; +2 $5000/1 month; +3 $10,000/1 month; fire effect is level 1, at will, permanent (500x50, 100 days)
Sword +1, Life Drinker	$41,000	174 days	9	*energy drain*, 8 charges
Sword +1, locate objects	$20,000	70 days	3	locate objects as spell, once per day, 120'
Sword +1, Luck Blade	$52,500	220 days		plus 1 on saves, 1d4+1 wishes; assume 5 wishes; +1 on saves is 1st level effect
Sword +2	$15,000	2 months	n/a	
Sword +2, charm person	$19,000	95 days	1	*charm person*, thrice per week
Sword +3	$35,000	3 months	n/a	
Sword +3, Frost Brand	$145,000	315 days		35,000gp + 3 months for +3; plus (30000+40000+50000)/2 for the specialized +6; plus 50,000 and 200 days for fire resistance
Sword +3, Vorpal	160,000gp	590 days	5	*vorpality* (custom spell 50 points), permanent, on sword +3

Custom Spells:

» **Lesser Striking:** Increase damage of a weapon by 1d6 points (30), target 1 weapon (x1), range 30' (x0.9), duration 1 round (x0.4), beneficial effect (x1), divine (x1.25), total cost 14

» **Lesser Withering:** Target withered (60), target 1 creature (x1), attack throw required to target spell (x1), range touch (x1), duration instantaneous (x1), saving throw avoids spell effect (x0.5), divine (x1), total cost 30

» **Transform Staff to Snake:** Transform to living creature's physical form (35), gain form's physical characteristics (10), gain form's physical attacks (10), and gain form's special abilities (20) (75 total), mental characteristics replaced by new form's (x0.2), form limited to particular type of creature (x0.75), target 1 weapon (x1), target weapon must be a particular type (x0.66), range 0' (x0.6), duration indefinite (x3.5), beneficial effect (x1), divine (x1.25), total cost 19

» **Detect Metal:** Detect metal in range (15), all areas/creatures/objects within range (x1), range 60' (x1), duration 6 turns (x2), no saving throw (x1), divine (x1), total cost 30

» **Negation:** Negate effects of wand, staff, or rod (11), target 1 creature (x1), range line of sight (x2), duration 1 round (x0.66), no saving throw permitted (x4), arcane (x1), total cost 58

SWORDS

Notes:

» A magic item with a permanent effect that can be used 3/week has a base cost of 500gp x spell level x 8 and a research time of 35 days x spell level.

» Transmogrification spells can imbue a weapon with vorpal sharpness at a cost of 80.

Custom Spells:

» **Vorpality:** imbue weapon with vorpal sharpness (80), target 1 weapon (x1), range 30' (x0.9), duration 1 turn (x0.7), beneficial effect (x1), arcane (x1), cost 50

ARMOR AND SHIELDS

Armor and Shields	GP Cost	Time (Weeks)	Spell Level	Spells Used
Armor +1	$5,000	6 months	n/a	n/a
Armor +2	$15,000	7 months	n/a	n/a
Armor +3	$35,000	8 months	n/a	n/a
Shield +1	$5,000	1 month	n/a	n/a
Shield +2	$15,000	2 months	n/a	n/a
Shield +3	$35,000	3 months	n/a	n/a

MISCELLANEOUS WEAPONS

Notes:

» Death spells that require an attack throw to hit target have a cost factor of x0.75. In the ***Player's Companion***, the cost factor is incorrectly listed as x0.35. (All death spells in ***ACKS*** or the ***Player's Companion*** are built at the correctly cost.)

» Transmogrification spells can increase damage of a weapon (as in *greater throwing*) by 2d6 points at a base cost of 60.

» Transmogrifications spells can grant a weapon the characteristics of a boomerang that can be hurled with a 60' range and unerringly returns to the hand after being thrown (as in *hurling hammer*), at a cost of 30.

» Transmogrification spells can have a target of 1 weapon at a cost factor of x1.0. A target modifier of x0.75 applies if the weapon must be of a particular type (as in *hurling hammer*). A target modifier of x0.75 applies if the weapon must be thrown for the bonus to apply (as in *throwing*).

» It does not reduce the cost of a bonus or power to limit it to users of a specific class or race, as this is as much an advantage as it is a disadvantage.

Custom Spells:

» **Slay Creature:** Target slain (85), target 1 creature (x1), attack throw required to hit target (x0.75), range touch (x0.4), duration instantaneous (x1), no saving throw permitted (x1), arcane (x1), total cost 26

» **Greater Throwing:** Increase damage of a weapon by 2d6 points (60), target 1 weapon (x1), weapon must be thrown (x0.75), range 30' (x0.9), duration 3 turns (x0.8), beneficial effect (x1), divine (x1.25), total cost 40

» **Throwing:** Increase damage of a weapon by 1d6 points (30), target 1 weapon (x1), weapon must be thrown (x0.75), range 30' (x0.9), duration 3 turns (x0.8), beneficial effect (x1), divine (x1.25), total cost 20

» **Hurling Hammer:** Grant a weapon the characteristics of a boomerang (25), target 1 weapon (x1), weapon must be a warhammer (x0.75), range 0' (x0.6), duration 1 turn (x0.6), beneficial effect (x1), divine (x1.25), total cost 8

Miscellaneous Weapons	GP Cost	Time	Spell Level	Spells Used
Arrows +1, 20	5,000gp	1 month	n/a	n/a
Arrows +2 ,20	15,000gp	2 months	n/a	n/a
Arrows +3, 20	35,000gp	3 months	n/a	n/a
Arrow +3, Slaying Arrow	3,250gp	25.5 days	3	*slay creature* (custom spell 26 points), 1 charge
Axe +1, Battle	5,000gp	21 days	n/a	n/a
Axe +2, Battle	10,000gp	42 days	n/a	n/a
Bow +1, Composite	5,000gp	4 months	n/a	n/a
Crossbow Bolts +1, 20	5,000gp	1 month	n/a	n/a
Crossbow Bolts +1, 20	5,000gp	1 month	n/a	n/a
Crossbow Bolts +2, 20	15,000gp	2 months	n/a	n/a
Crossbow Bolts +3, 20	35,000gp	3 months	n/a	n/a
Dagger +1	5,000gp	9 days	n/a	n/a
Dagger +2, +3 versus beastmen	25,000gp	22.5 days	n/a	n/a
Sling +1	5,000gp	6 days	n/a	n/a
Spear +1	5,000gp	6 days	n/a	n/a
Spear +2	15,000gp	12 days	n/a	n/a
Spear +3	35,000gp	18 days	n/a	n/a
War Hammer +1	5,000gp	15 days	n/a	n/a
War Hammer +2	15,000gp	30 days	n/a	n/a
War Hammer +2, Dwarven Thrower	160,000gp	590 days	5	*greater throwing* (custom spell 40 points) (giant humanoids only), *throwing* (custom spell 20 points), *hurling hammer* (custom spell 8 points), permanent, on *warhammer +3*

Miscellaneous Magical Items	GP Cost	Time	Spell Level	Notes
Amulet versus Crystal Balls and ESP	75,000gp	300 days	3	*Nondetection*, permanent
Apparatus of the Crab	$150,000	600 days	6	"animate object" plus "water breathing"
Bag of Holding	125,000gp	500 days	5	*enchanted container*, permanent
Boat, Folding	$125,000	500 days	5	Fabricate is level 5
Boots of Levitation	50,000gp	200 days	2	*levitation*, permanent
Boots of Speed	25,000gp	100 days	1	*swiftness* (custom spell 8 points), permanent
Boots of Traveling and Springing	50,000gp	200 days	2	*jump* and *easy traveling* (custom spell 8 points), permanent
Bowl of Commanding Water Elementals	25,000gp	200 days	5	*conjure elemental*, once per day
Bracers of Armor	Varies	Varies	Varies	See Below
Brazier of Commanding Fire Elementals	25,000gp	200 days	5	*conjure elemental*, once per day
Brooch of Shielding	50,500gp	202 days	1	*shield from m. missiles* (custom spell 10 points), 101 charges
Broom of Flying	100,000gp	400 days	4	*flying broom* (custom spell 36 points), permanent
Censer of Controlling Air Elementals	25,000gp	200 days	5	*conjure elemental*, thrice per day
Chime of Opening	80,000gp	320 days	2	*knock* , 80 charges

MISCELLANEOUS MAGICAL ITEMS

Notes:

» Movement spells can allow the target to go without rest during ordinary movement (as in *easy traveling*) at a base cost of 2.

» Movement spells can have a duration of 12 hours (as in *swiftness*) at a cost factor of x5.

» Movement spells can have an effect modifier that the willing target is exhausted for 24 hours after the duration of the spell expires (as in *swiftness*) at a cost factor of x0.4.

» Protection spells can have a special duration that lasts until discharged at a cost factor of x2.

Custom Spells:

» **Swiftness:** target's normal movement rate doubled (5), target 1 willing creature or object (x1), only creatures (x0.8), willing target is exhausted for 24 hours after duration of the spell expires (x0.4), range touch (x1), duration 12 hours (x5), beneficial effect (x1), arcane (x1), total cost 8

» **Easy Traveling:** target can go without rest during ordinary movement (2), target 1 willing creature or object (x1), only creatures (x0.8), range 0' (x1), duration 12 hours (x5), beneficial effect (x1), arcane (x1), total cost 8

» **Shield From Magic Missiles:** Immunity to *magic missile* (5), target 1 creature, range 0' (x1), duration until discharged (x2), beneficial effect (x1), arcane (x1), total cost 10

» **Flying Broom:** target can flay and carry others as broom of flying (45), target 1 willing creature or object (x1), only objects (x0.8), range 0' (x1), duration 6 turns (x1), beneficial effect (x1), arcane (x1), total cost 36

» **Bracers of Armor:** Bracers of armor are actually a type of magic armor that happens to be light enough for any character to wear. They are created as magic armor according to the following table.

AC Granted	GP Cost	Time
1	5,000gp	1 month
2	15,000gp	2 months
3	35,000gp	3 months
4	65,000gp	4 months
5	105,000gp	5 months
6	155,000gp	6 months
7	215,000gp	7 months

Miscellaneous Magical Items	GP Cost	Time	Spell Level	Notes
Cloak of Protection +1	25,000gp	100 days	1	*protection +1* (custom spell 8 points), permanent
Cloak of Protection +2	50,000gp	200 days	2	*protection +2* (custom spell 15 points), permanent
Cloak of Protection +3	75,000gp	300 days	3	*protection +3* (custom spell 30 points), permanent
Crystal Ball	24,000gp	200 days	4	*scry* , thrice per day
Crystal Ball with Clairaudience	42,000gp	350 days	7	*scry* and *clairaudience*, thrice per day
Crystal Ball with ESP	36,000gp	300 days	6	*scry* and *ESP*, thrice per day
Cube of Force	$108,000	432 days	6	*wall of force*, 36 charges
Cube of Frost Resistance	$24,000	180 days	3	protection from cold, 1/hour, in 10' radius (so +2 levels) = level 3
Decanter of Endless Water	$150,000	600 days	6	create water at high level, set at level 6 because control weather, part earth, move water are all level 6
Displacer Cloak	50,000gp	200 days	2	*shimmer*, permanent
Drums of Panic	125,000gp	500 days	5	*panic*, permanent
Dust of Appearance	$1,000	2 weeks	2	specialized dispel magic effect, or reverse invisibility
Dust of Disappearance	$2,000	4 weeks	4	Greater invisibility
Efreeti Bottle	40,000gp	280 days	8	*summon efreeti*, 3 charges
Elven Cloak	25,000gp	100 days	1	*chameleon*, permanent
Elven Boots	25,000gp	100 days	1	*silent step*, permanent
Eyes of Charming	25,000gp	100 days	1	*charm person*, permanent
Eyes of the Eagle	75,000gp	300 days	3	*eyes of the eagle*, permanent
Eyes of Petrification	$150,000	600 days	6	petrified or petrify others as flesh to stone
Flying Carpet	100,000gp	400 days	4	*magic carpet*, permanent
Gauntlets of Ogre Power	50,000gp	200 days	2	*ogre power*, permanent
Girdle of Giant Strength	100,000gp	300 days	4	*giant strength*, permanent
Helm of Alignment Changing	75,000gp	300 days	3	*curse*, permanent
Helm of Comprehending Languages	25,000gp	100 days	1	*comprehend languages*, permanent
Helm of Telepathy	75,000gp	300 days	3	*telepathy*, permanent
Helm of Teleportation	82,500gp	350 days	5	*teleport*, once per turn
Horn of Blasting	$66,000	320 days	4	100' x 20' blast for 2d6 damage + 2d6 deafening
Medallion of ESP	$37,500	150 days	1.5	ESP within 30'
Medallion of ESP (90')	$62,500	250 days	2.5	ESP within 90'
Mirror of Life Trapping	$148,500	720 days	9	permanent "imprisonment" effect capped at 20; set at x33
Mirror of Opposition	200,000gp	800 days	8	*opposition ritual*, permanent
Necklace of Adaptation	15,000gp	150 days	5	*adaptation*, once per week
Rope of Climbing	25,000gp	200 days	1	*magic rope*, permanent
Scarab of Protection	24,000gp	96 days	4	*death ward*, 12 charges
Stone of Controlling Earth Elementals	25,000gp	200 days	5	*conjure elemental*, once per day

MAGICAL COMPOUNDS

TRANSFORMING MONSTROUS MATTER INTO MAGICAL INGREDIENTS!

By Jarrod Maistros

In ***Adventurer Conqueror King System***, the creation of magic items consumes magical compounds made up of monster parts. While this has the admirable advantage of encouraging adventures to secure rare parts, and explains why wizards maintain menageries of monsters in their dungeons, it can lead to crippling difficulties for the would-be enchanter who wonders where, exactly, he is going to ever find the required number of mummy wrappings or ooze droppings. These rules describe a means by which magic-users can discover how to create and use **magical compounds** that offer more flexibility than mere monster parts.

INTRODUCTION TO MAGICAL COMPOUNDS

A **magical compound** is a crafting material derived from one or more types of monster parts, which can be used in the construction of magic items based on one or more spells. The appropriate **magical compound(s)** can be substituted on a gp-for-gp basis for any monster part or parts normally needed for the spell in question.

Like spells, **magical compounds** are rated by level. The level of a magical compound indicates how broadly useful the compound is. A 1st level magical compound can be created from only one kind of monster and can be used in the creation of magic items based on just one spell. For every additional monster that can be used to create the magical compound, and for every additional spell that the magical compound can be to enchant into an item, its level increases by one.

EXAMPLE #1: *Shimmering essence* is distilled from the glands of troglodytes and is used in the creation of items related to the spell **chameleon**. Since it is created from one type of creature to enchant items with just one spell, *shimmering essence* is a 1st level magical compound.

EXAMPLE 2: *Beguiling powder* is made by processing the parts of hags, harpies, or nymphs (two additional creatures). It can then be used to make magic items related to both **sleep** and **charm person** (one additional spell). Since it can be made with two additional monsters to enchant items with one additional spell, *beguiling powder* is therefore a (1 + 2 + 1) 4th level magical compound.

MAKING MAGICAL COMPOUNDS

Magical compounds can be made from the monster parts of any monster included in the magical compound's formula. A character with the proficiency necessary for harvesting a particular monster part may, if he possesses a formula, convert the monster part into the appropriate magical compound. The GP value of the monster parts become an equivalent amount GP of the magical compound. The process of conversation takes the same rate of time as the rates of harvesting listed in Lairs & Encounters (p. 136). At the Judge's discretion, a character who possesses the appropriate formula for a magical compound may harvest the magical compound directly from a matching dead monster without having to convert it later.

EXAMPLE: Meiros, an elven enchanter, stands triumphant over a slain harpy (65xp). He possesses the formula for *beguiling powder* and one of his henchman has the Animal Husbandry proficiency. The judge permits Meiros and his henchman to directly extract 65gp worth of *Beguiling Powder* from the harpy's corpse.

MAGICAL COMPOUND FORMULAS

Since the creation of magical compounds from monster parts requires the character possess the compound's formula, magical compound formulas are highly valuable to all characters intent on magic research.

The Judge should include magical compound formulas in the treasure hoards of evil wizards and other magic users, treating it as special treasure in lieu of coin. Magical compound formulas are worth 100gp or more each (see below). Alternatively, adventurers may research their own magical compound formulas catered to their repertoire and the local monster population.

RESEARCHING MAGICAL COMPOUND FORMULAS

Researching magical compound formula is a process similar to researching spells in that the character will need a sufficiently valuable **library** in order to perform the research, will have to meet the cost and time requirements, and perform a magical research throw. However, unlike spell research, researching formula is an iterative process, requiring that the character build off of previous research. Rather than creating new high level magical compound formulas from scratch, characters must start by creating a 1st level formula with research, then performing another research project to improve the formula from 1st level to 2nd level, and so on.

LIBRARY VALUE

The magic-user's library must be large enough to research a 1st level spell in order to research a 1st level magical compound formula (so 4,000gp + 2,000gp for the 1st level, or 6,000gp). In order to improve a 1st level magical compound formula to a 2nd level magical compound formula requires a library valuable enough to research a 2nd level spell, and each step up to a particular level of formula will require a library valuable enough to research a spell of that level.

COST, TIME, AND DIFFICULTY

Each level of research of a magical compound formula has an associated cost equal to that of researching a spell of that level, e.g. 1,000gp/level. Each level of research will also take the same amount of time, 1 week/level.

Once the base cost and time requirements have been met, the same vein, the character should make a magical research throw. Increase the target value of throw by +1 for every level of the formula. Apply any bonuses from proficiencies that would normally apply to spell research. At the Judge's discretion, he may permit the character to increase their throw by the character's ranks in Alchemy.

SELECTING MONSTERS AND SPELLS FOR THE MAGICAL COMPOUND

When a character decides to attempt to research a 1st level formula, he should specify either a particular monster or a particular spell from his repertoire. The Judge then determines the other half of the formula: If the character has specified a particular monster for the formula to use, the Judge chooses the spell that the formula will relate to; if the character has specified a particular spell for the formula to relate to, the Judge chooses the monster that the formula will require.

When a character attempts to improve the formula beyond 1st level, the Judge secretly either picks a spell not already related to the magical compound, or a monster not already usable as an ingredient in the special formula. If the character succeeds on his magical research throw, he discovers the Judge's selection and adds that monster or spell to the magical compound formula he knows.

BENEFITS OF SUCCESS

In addition to having access to a versatile magical compound, a character gains several other benefits from successful research. First, as with all magical research, the character gains campaign XP equal to the cost of the research minus their XP threshold

EXAMPLE: Anciel, a 5th level Nobiran wonderworker, has an XP threshold of 650XP. He researches *shimmering essence*, a Level 1 magical compound formula. Since the research costs 1000gp and his threshold is 650XP, he gains 350xp if the research succeeds.

In addition, each successful research project produces materials equal to 10% of the value of the research. These materials may be added to the value of the library. The improvement in the

value of the library represents the value added to the formula. When describing a complete formula, the judge should total up the value of each step. So 1st level formulae are worth 100gp (10% of 1,000gp), 2nd level are worth 300gp (10% of 1,000gp + 10% of 2,000gp), 3rd level are worth 600gp, etc.

EXAMPLE: Meiros, an Elven Enchanter, sets about slowly improving his new magical compound, *beguiling powder*, into a 5th level magical compound. Starting with a 1st level magical component, he undertakes four magical research projects costing 2000gp, 3000gp, 4000gp, and 5000gp respectively. Each time he succeeds, he improves his formula for *beguiling powder*, enabling its production from new monsters and its use on new spells. The research also increases the value of his library. the 2nd through 5th *beguiling powder* research also increase the value of his library by 10% of the research cost – 200gp, 300gp, 400gp, and 500gp. Meiros decides that this value takes the form of short academic papers he writes - "The Art of Beguilement" worth 200gp, "Stories my Dryad Told Me" worth 300gp, "Advanced Delves Into the Realm of Slumber" worth 400gp, and "Don't Flirt With Hags" worth 500gp. The formula for *beguiling powder* is now worth 1,500gp.

LIMITS OF FORMULA LEVELS

Characters capable of casting arcane spells and scribing scrolls/brewing potions may research magical compound formulas up to 6th level. If they are also capable of casting ritual spells, they may research up to 9th level magical compound formulas.

Characters capable of casting divine spells and scribing scrolls/brewing potions may research magical compounds up to 5th level, and the ability to cast ritual spells allows them to research 6th and 7th level magical compound formulae.

USING MAGICAL COMPOUND FORMULAS

Regardless of their ability to research them, anyone who possesses a magical compound formula may use it to convert the appropriate monster parts into the magical compound.

Possession of a magical compound's formula is not necessary to use the magical compound as a component in magic item creation. However, if magical compounds are found without their formula, the characters will not necessarily know what the magical compound can be used for. At the Judge's discretion, a successful Alchemy, Collegiate Wizardry, Magical Engineering, or other relevant proficiency throw can identify a magical compound's use. Otherwise, characters may pay a sage to study the compounds or have the compounds identified as a magic item by a 9th level spellcaster.

TRANSMUTATION OF MAGICAL COMPOUNDS

If a magic-user still finds himself flummoxed by the lack of availability of a particular magical compound or overburdened with "useless" monster parts, he has yet one more avenue of recourse: a **transmutation formula**. A transmutation formula allows a character to perform magical research to convert one magical compound to another, similar to how the medieval alchemists allegedly converted lead into gold.

REQUIREMENTS, COST, AND DIFFICULTY OF THE TRANSMUTATION FORMULA

In order to research a transmutation formula, a magic user must have two magical compound formulae that share at least one monster part or one spell. The level of the transmutation formula will be equal to the highest level of the magical compound formulae involved. Much like the magical compound formulae themselves, the transmutation formula will require a library of sufficient value to research a spell of the same level.

Research a transmutation formula costs 1000gp and 1 week per level and requires a successful magical research throw. The target value of the throw is increased by +1 per level of the formula. The Judge should allow any bonuses they allow for magical compound formulas to affect the research of transmutation formulas.

BENEFITS OF SUCCESS

If his research succeeds, the character creates a transmutation formula which, in addition to being usable to perform transmutations, is worth 10% of the cost of the research and may be added to the magic user's library. The research also provides campaign XP, working identically to researching spells or magical compound formula

PERFORMING TRANSMUTATIONS

Once a formula is had, the character may use it to perform transmutations. Performing transmutations has a base cost equal to crafting a single-use magic item of the same level (that is, 500gp/level). The process also requires 500gp/level worth of one of the formula's magical compounds. The character must make a successful magic research throw to complete the transmutation. The target value of the throw is increased by +1 per level of the transmutation formula. The character should apply any modifiers he would apply when brewing a potion.

If the transmutation is successful, the character creates an amount of the other type of magical compound equal to the amount invested. Note that transmutation formulae do not specify a direction, and so a single formula can be used to convert either magical compound into the other. At the Judge's discretion, this process may be worth XP the first few times a particular transmutation is successfully performed.

MAGICAL EXPERIMENTATION

At the Judge's discretion, characters may be permitted to perform magical experimentation when researching magical compound formulas or transmutation formulas in order to achieve breakthroughs. If so, use the guidelines below to determine the benefits and risks.

MAGICAL COMPOUND FORMULAS

If a minor breakthrough is achieved, the Judge and the character should decide some way that the spell or monster being added to the compound could be generalized (broadened). For example, if a magic compound formula was intended to become creatable using bugbear parts, the Judge might allow the formula to be created from parts of any beastman of 3 HD or more. If a magic compound formula was intended to now be useable with **burning hands**, the Judge might permit it to now be useable with any 1st level spell which can do fire damage. The Judge should take care that the generalization preserves at least some kind of cohesive flavor.

If a major breakthrough is made, the character may either generalize the element being added (as above), or retroactively generalize a monster or spell that is already part of the magical compound formula.

If a revolutionary breakthrough is made, the character may both generalize the spell or monster being added to the formula, and generalize an existing spell or monster related to the formula. In addition, if the player can offer a flavorful justification, the Judge may permit them to further generalize a spell or monster that had already previously been broadened. For example, the Judge may permit **burning hands**, already generalized to all 1st level damaging fire spells, to be broadened to any spell related to fire.

In the case of a failure, use the same failure table as researching a spell.

TRANSMUTATION FORMULA

When breakthroughs are achieved with a transmutation formula, the magic user may either choose A) to lower the GP cost of the process by 5, 10, or 15% for minor/major/revolutionary breakthroughs or B) provide a bonus to the magic research roll when using the formula of +1, +2, or +3.

In the case of failure, use the same failure table as researching spells.

PERFORMING TRANSMUTATION

When breakthroughs are achieved while performing transmutation, the magic user will find they have generated an additional 5%, 10%, or 15% of the final product for minor/major/revolutionary breakthroughs respectively.

Judges concerned that a magic user will simply convert back and forth between compounds trying to turn more "useless" gold into their precious magical compounds need only remind themselves that a 1-3 is always a failure, so such a foolish spellcaster is ultimately sealing their own fate. In the case of failure, use the same failure table as brewing potions.

ALTERNATE PROGRESSIONS FOR THE ARCANE VALUES

SOLVING THE CONUNDRUM OF NONLINEAR ARCANE POWER VERSUS BUILD POINT COST

By Matt Jarmak with Alexander Macris

Arcane Value presents a conundrum. Values 1-3 offer 33%, 50%, and 66% of the spellcasting of a mage respectively, but mage power gain is nonlinear and occurs more quickly in the later levels than it does in the initial levels. A 4th level mage does not have 33% of the magical power of a 12th level mage in any real comparison. As a result, the relative cost in class build points and XP for classes built with Arcane 1 – 3 is arguably too expensive given the power granted to the class from the build points.

The ***ACKS Core*** design reflects the common trope of magic requiring dedication to get real power, but that outcome may not always be desirable for every campaign. This article therefore presents an alternate progression to use with Arcane Values 1-3 if the Judge feels that the current method does not create the result that they want for their campaign.

DEVELOPMENT OF THE SYSTEM

Using the ***Heroic Fantasy Handbook***'s spell point by spell level system, the total number of spell points available to a mage at each level of experience were added up. This number was then considered the aggregate value of that level of mage spellcasting. This value, for each level, was then multiplied by the factor of Arcane Value (33%, 50%, or 66% respectively) to calculate a budget available at each level of the lesser progression. That budget was then spent on calculating spells per day, with an eye towards similarity to the mage progression where possible. Although not identical to the mage progression in each case, the end result gives (for example) an Arcane 1 class at 8th level roughly 33% of the total spell point value of an 8th level mage.

And now, everyone's favorite part of any ***ACKS*** rules mechanic: Spreadsheets! Well, technically, tables, but don't worry, they started life as spreadsheets.

Arcane 3

Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	1	-	-	-	-	-	1
2	1	-	-	-	-	-	1
3	2	-	-	-	-	-	2
4	2	1	-	-	-	-	3
5	2	2	-	-	-	-	4
6	2	2	1	-	-	-	5
7	2	2	2	-	-	-	6
8	2	2	2	1	-	-	7
9	3	3	2	1	-	-	7
10	4	3	3	2	-	-	8
11	4	4	3	2	1	-	9
12	4	4	3	3	2	-	10
13	4	4	3	3	2	-	10
14	4	4	4	3	2	1	11

EXAMPLE: Kellory is a 9th level warlock with a spell progression of 2 1st, 2 2nd, and 2 3rd level spells and caster level 6. A strange cosmic re-alignment occurs, which is to say, the new rules come into effect. Kellory now has a spell progression of 3 1st, 3 2nd, 2 3rd, 1 4th, and caster level 7.

Arcane 2

Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	0	-	-	-	-	-	0
2	1	-	-	-	-	-	1
3	2	-	-	-	-	-	2
4	2	-	-	-	-	-	2
5	2	1	-	-	-	-	3
6	2	2	-	-	-	-	4
7	2	2	1	-	-	-	5
8	3	2	2	1	-	-	6
9	4	2	2	2	-	-	7
10	4	3	2	2	-	-	8
11	4	3	3	2	1	-	8
12	4	4	3	2	1	-	9
13	4	4	3	2	1	-	9
14	4	4	3	2	2	-	10

EXAMPLE: Moruvai is a 7th level Zaharan ruinguard with a spell progression of 2 1st and 2 2nd level spells and caster level 3. Sudden dark power flows into him (e.g. the new rules come into effect). Moruvai now has a spell progression of 2 1st, 2 2nd, and 1 3rd level spell, and caster level 5.

Arcane 1

Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	0	-	-	-	-	-	0
2	1	-	-	-	-	-	1
3	1	-	-	-	-	-	1
4	2	-	-	-	-	-	2
5	2	-	-	-	-	-	2
6	2	1	-	-	-	-	3
7	2	2	-	-	-	-	4
8	2	2	1	-	-	-	5
9	2	2	2	-	-	-	6
10	3	2	2	-	-	-	6
11	3	2	2	1	-	-	7
12	3	3	2	2	-	-	8
13	4	3	2	2	-	-	8
14	4	3	2	2	1	-	9

EXAMPLE: No examples are available because no one ever builds classes with Arcane 1. But if they did, they'd be more powerful under this new system.

DELAYED ACQUISITION

The lesser Arcane values (1-3) also offer the option of delayed acquisition. Instead of having spellcasting powers throughout their full progression of class levels, they gain no spellcasting abilities for a time, and then gain an increased rate of spellcasting progression. This presents a challenge here, most notably in the case of Arcane 1 (which delays spellcasting to 8th level when delayed), because when you are starting at 8th level, ending at 14th, and your normal progression ends as a 9th level spellcaster; there aren't enough levels. It becomes necessary, at some times, to gain caster levels at a rate faster than one level per level. This is certainly odd at times, but is backed up by the math; remember that the earlier caster levels and spell levels are less valuable than the later caster levels. Therefore, in order to gain as much spellcasting power as a mage does when (say) going from 8th to 9th level, someone who has a caster level of 1st (or no caster level at all) would need to gain multiple caster levels at once.

In order to calculate the spellcasting ability of delayed acquisition, the class gains no spellcasting ability until they reach the appropriate level. (8th level for Arcane 1, 6th level for Arcane 2, and 4th level for Arcane 3). After they have reached the appropriate level, they gain the amount of spellcasting power (expressed in spell points) that a mage gains upon reaching that level, multiplied by the spellcasting coefficient for an arcane value one greater than their normal. For example, a 7th level mage has a total spell point value of 18, while an 8th level mage has a spell point value of 25. This means that going from 7th to 8th level gained the mage 7 points, so the class with Arcane 1 Delayed has a calculated value of 3.5 (7 * 0.5) points, which is approximately the spellcasting abilities of a 3rd level mage. The progressions have been smoothed slightly to reduce rounding

Arcane 3 – Delayed Acquisition

Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	-	-	-	-	-	-	0
2	-	-	-	-	-	-	0
3	-	-	-	-	-	-	0
4	2	-	-	-	-	-	2
5	3	1	-	-	-	-	3
6	3	1	1	-	-	-	5
7	4	2	2	-	-	-	6
8	4	3	2	1	-	-	7
9	4	3	2	2	1	-	9
10	4	3	3	2	2	-	10
11	4	3	3	2	2	1	11
12	4	4	3	3	2	2	12
13	4	4	4	3	2	2	12
14	4	4	4	4	3	2	13

Arcane 2 – Delayed Acquisition

Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	-	-	-	-	-	-	0
2	-	-	-	-	-	-	0
3	-	-	-	-	-	-	0
4	-	-	-	-	-	-	0
5	-	-	-	-	-	-	0
6	2	-	-	-	-	-	2
7	2	2	-	-	-	-	4
8	3	2	1	-	-	-	6
9	3	2	2	1	-	-	7
10	3	3	2	2	-	-	8
11	3	3	2	2	1	-	9
12	3	3	3	2	2	-	10
13	4	4	3	2	2	-	10
14	4	4	3	2	2	1	11

Arcane 1 – Delayed Acquisition

Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-
6	-	-	-	-	-	-	-
7	-	-	-	-	-	-	-
8	2	1	-	-	-	-	3
9	2	2	1	-	-	-	5
10	3	3	2	-	-	-	6
11	3	3	2	1	-	-	7
12	3	3	2	2	-	-	8
13	3	3	2	2	1	-	9
14	3	3	2	2	2	-	10

DESIGNER'S NOTES

Game design is an art as much as science and in a few areas, our design judgment overrode our mathematical schedule. Arcane 1 Delayed Acquisition was algorithmically calculated to have a maximum caster level of 9 (at 14th level). We instead chose to manually set this to 10th level. The algorithm we employed worked so cleanly for almost everything else - much better than anything else we tried – that we were reluctant to override it, but delayed acquisition needed to result in better high-end spell-casting than non-delayed acquisition. Conversely, the algorithm came up with a maximum level of 14 for Arcane 3 Delayed, but we manually reduced this to 13 because Arcane 3 delayed needs to be less powerful than Arcane 4. (Although there is something to be said for Arcane 4 being quicker, easier, more seductive but not ultimately more powerful…)

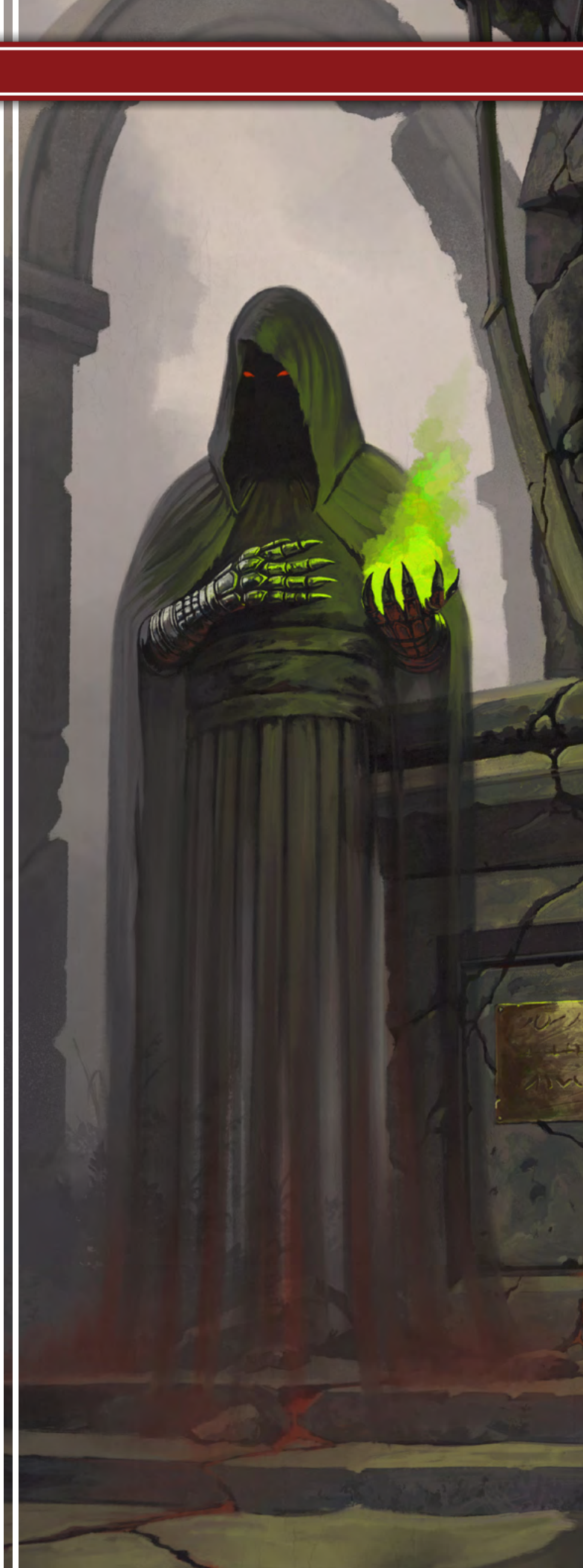
The delayed acquisition tables have also been smoothed somewhat. Even though the Divine progression does offer it (a legacy of B/X), we felt that gaining two levels of spells in a single character level should be avoided when possible.

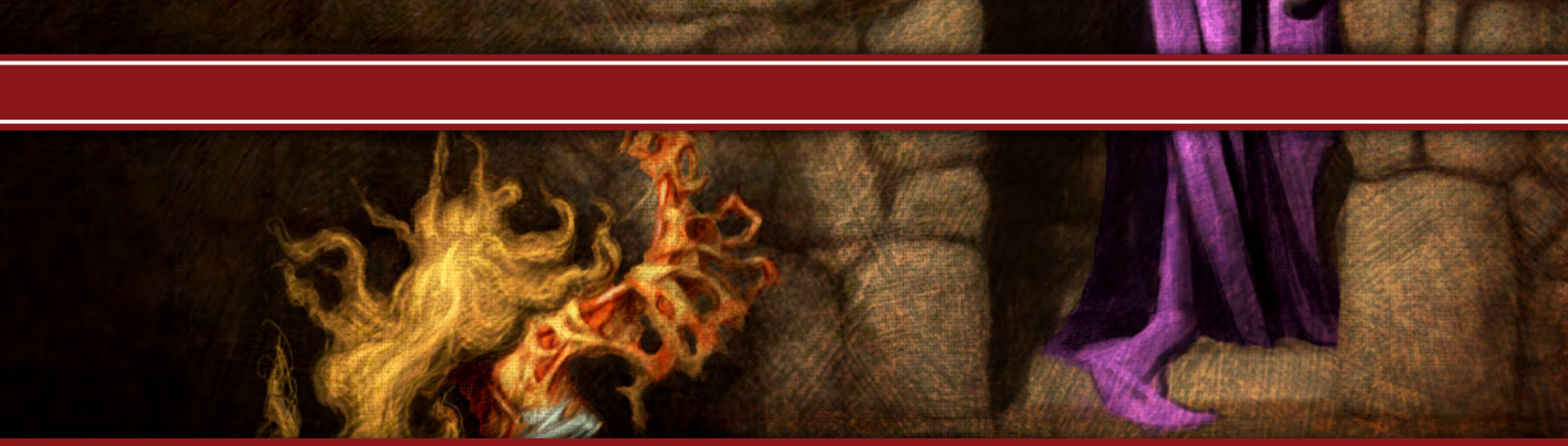
We made a second design choice that may, or may not, prove right. We decided that the spell progression tables (both for normal and delayed acquisition) would have the spells per day built off their calculated budget in a manner that spent as much budget as possible, only aiming to match the "feel" of the mage spell progression table but not necessarily its lockstep progression. This means that the Arcane 1 -3 spells per day at the listed caster levels do not precisely match the spell progression of a mage of that caster level.

There are also some cases where this approach resulted in rounding to whole spell levels that was not supported by math. For example, using Arcane 1 at 8th level, the progression offers 2 1st, 2 2nd, and 1 3rd, which costs 9 points, on a budget of 8.33 points from the algorithm. But that was the only way to gain spells that did not mess up their future progression. (And it is, however, still closest to 9, so it would not be changed under most other alternatives.)

Only playtesting can reveal if this is the correct design choice or not; the other option would be to look at the calculated budget, see what level of mage is closest to that, and then grant the class that level of mage's spellcasting abilities. For example, the 10th level Arcane 2 has a budget of 23.5 points, which is closest to the 8th level mage's 25.

The list of existing classes which benefit from these new rules (which is to say, the list of classes with an Arcane Value between 1 and 3) is the elven courtier, elven nightblade, gnomish trickster, venturer, warlock, and Zaharan ruinguard. The fact that this reads basically as the "list of underpowered classes that Zaharan Ruinguard somehow managed to sneak their way onto" makes us both reassured that this might be a sane idea and terrified of future Ruinguards. (Zahara Victa!)





A GRIMOIRE OF SPELLS

NINE NEW DWEOMERS FOR THE DISCERNING CASTER...

Call of the Ancient Tusk Range: Special

Arcane 5, Divine 6, Eldritch 5 (White) Duration: 1 day

This spell calls a **mastodon** to the caster to serve as a companion and/or mount (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). In regions where mastodons are extinct, the spell calls a very large and powerful elephant with characteristics identical to a mastodon.

When called, the mastodon will travel to the caster's destination at its wilderness movement rate. If the spell is cast in a wilderness hex of terrain with an indigenous mastodon or elephant population, the mastodon will take 1d6 turns to arrive. If the spell is cast in any other type of hex, the time to arrive is increased by 120 minutes (12 turns) per 6-mile hex between the caster's hex and the nearest wilderness hex of native terrain. The time to arrival may be much shorter if the Judge has determined that a mastodon lair is nearby. If called while the caster is unreachable (deep in a dungeon, for example), the mastodon will travel as close as it can to the caster and then wait in that vicinity.

For the duration of the spell, the mastodon will understand the spellcaster's speech and serve as his loyal friend and companion. The spell persists until the mastodon is slain, the spell is **dispelled**, or one day passes (at which time the mastodon departs). If the spell is cast again when the mastodon is about to depart, it will remain for another day.

This spell does *not* conjure up saddle and tack, nor does it automatically grant the rider the equivalent of Riding proficiency, so unproficient characters who ride the mastodon into battle do so at their own risk.

Call of the Leviathan Range: Special

Arcane 6, Eldritch 6 (White) Duration: 1 day

This spell calls a **sperm whale** to the caster to serve as a companion (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). When called, the sperm whale will travel to the caster's destination at its wilderness movement rate. The spell can only be cast in an ocean hex, or from a point in a hex adjacent to an ocean hex with line of sight to the ocean. The whale will take 4d6 turns to arrive. The time to arrival may be much shorter if the Judge has determined that a pod of whales is nearby. The whale will travel as close as it can to the caster (just off shore, near his boat, etc.) and then wait in that vicinity. For the duration of the spell, the whale will understand the spellcaster's speech and serve as his loyal friend and companion. It will sing for him, allow him to ride on it as it swims through the waves, and even attack enemy vessels or sea monsters at his request. The spell persists until the whale is slain, the spell is **dispelled**, or either one day passes (at which time the whale departs). The whale will also depart after any fight in which it loses ½ or more of its hit points. If the spell is cast again when the whale is about to depart, it will remain for another day.

Find Place of Power Range: 12 miles

Arcane 6, Divine 5, Eldritch 6 (White) Duration: concentration

This spell allows the caster to sense the direction and approximate distance to the most potent place of power within 12 miles (i.e. within the area of a 24-mile hex). The caster can search for places of power in general, in which case the spell will reveal the type of place it detects as well as direction and distance. Alternatively, he may specify a particular type of place (e.g. "sinkholes of evil"), in which case the spell will reveal the direction and distance to the most potent place of that type. **Find place of power** is a complex spell that requires 1 turn (10 minutes) to cast.

Forest Enchantment Range: 0′

Arcane 5, Divine 5, Eldritch 5 (Grey) Duration: special

This spell is a favorite of elven spellsingers and Nobiran wizards of nature, who commonly cast it in the vicinity of their fastnesses and towers. When cast, it **charms** all of the plants in a 240' radius around the caster. Thereafter the caster, and any characters he "introduces" to the plants as friends, can move among the normal plants in the area of effect free from intentional or accidental harm – rose bushes will twist so that their thorns do not pierce him, poisonous ivy will not leak oil onto him, tree branches and roots will shift slightly so as not to trip him, and so on. In addition, the charmed plants will be hostile to enemies of the caster who intrude upon the area; trespassers will find that thorns bite them, branches and roots entangle them, and leaves whistle where they pass. In game terms, the caster and his allies gain a +1 bonus to surprise rolls and improved movement multipliers in the area of effect, while enemies suffer a -1 penalty to surprise rolls and worsened movement multipliers in the area of effect.

Terrain	Allied Move Multiplier	Enemy Move Multiplier
Hills, forest, scrub	x1	x1/2
Jungle, swamps	x2/3	x1/3

Normal plants receive no saving throw when the spell is cast, but each season thereafter they receive a saving throw to break the spell; the Judge should roll once for all normal plants in the area of effect as if they were a 1 HD monster. If the caster does severe damage to the plants in the area of effect (such as clear cutting the trees), the spell immediately ends, but gathering fallen wood, picking fruit and flowers, trimming leaves, and similar gardening does not end the **forest enchantment**.

The spell can also affect any plant monsters that happen to be within the area of effect, but these are allowed a save versus Spells to resist. Once in effect, the charm lasts until removed by a **dispel magic** spell or until the affected plant monster makes a successful saving throw versus Spells. The charmed plant monster receives a saving throw to break the spell each day if it has 7+1 HD or more, every week if it has 5-6 HD, and every month if it has 4 HD or fewer. This spell does not grant the caster any special means of communication with the affected plants.

Forgetfulness Range: 15′

Arcane 5, Divine 5, Eldritch 5 (Grey) Duration: special

This spell induces forgetfulness in one or more living creatures within range. Up to 3d6 HD of living creatures of up to 4 HD each can be affected. Creatures with the fewest HD are affected first. Affected creatures lose all memory of the preceding thirty rounds (5 minutes) before the spell was cast and form no memories of anything that happens during the subsequent thirty rounds (5 minutes) after the spell was cast. While under the influence of the spell, the affected creatures are passive and distracted, as if lost in thought or day dreaming. If attacked, they will defend themselves, but otherwise they will not interfere with the activities of other creatures. When the spell ends, the creatures are not aware of having been affected; they simply feel as if they have come out of a day dream or lapse in attention. Memories lost to this spell can return to the creature if the effect is **dispelled** or if the creature succeeds on a subsequent saving throw versus Spells. An affected creature receives a saving throw to recover its memories after a day has passed if it is has an Intelligence of 13 or greater, after a week if its Intelligence is 9-12, or after a month it its Intelligence is 8 or less.

EXAMPLE: Arwen, an elven spellsinger, has infiltrated into the Temple of Dirgion in order to steal the Talisman of the Fiery Eye. She disguises herself with the grey robes of a priestess of Dirgion and enters the Temple. In the reliquary, she is confronted by a trio of bugbear guards, Borgat, Shigor, and Nassim. The bugbears attack her because she fails to offer the correct password. On her initiative, Arwen casts **forgetfulness** on the bugbears. She throws 3d6 to determine the HD of creatures she can target, and rolls a 13 – more than enough to affect all three bugbears.

The beastmen forget they saw her, and stand passively daydreaming as she rummages through the reliquary, finds the Talisman of the Fiery Eye, and departs. A month later, Borgat, Shigor, and Nassim receive saving throws versus Spells to recover their memories. Borgat makes his saving throw and remembers what happened. Shigor and Nassim fail their saves, and can't corroborate his story. Borgat is executed as the likely culprit.

Healing Circle Range: 30'

Divine 5, Eldritch 5 (White) Duration: instantaneous

This spell immediately heals one or more creatures within 30' of the caster. The **healing circle** can affect one creature, plus an additional two creatures per five additional caster levels after 1st (e.g. an 11th level caster can affect five creatures within his **healing circle**). All effected creatures instantly regains 1d6+1 hit points as if each had rested for one day. The spell may also be used to cure paralysis in one, some, or all of the affected creatures, but does not then cure any points of damage. The spell will never increase a creature's hit points beyond the normal amount.

Note: If the Judge is using Heroic Healing, effected creatures instantly regains hit points as if each had rested for one day.

Lay of the Land Range: 3 miles

Arcane 5, Divine 5, Eldritch 5 (White) Duration:concentration

This spell can magically reveal the existence of lairs within 3 miles (i.e. within the area of a 6-mile hex). The Judge should make a searching throw on behalf of the caster after three turns (30 minutes) of concentration. The target value for the throw is 4+, or 2+ if either the caster or his familiar has Land Surveying proficiency. If the throw fails, the spell immediately ends. If the throw succeeds, the caster learns the direction and approximate distance to the nearest unrevealed lair and can continue searching with the spell for other lairs. The throw automatically fails if there are no lairs in range, or if all lairs within range have been revealed by the spell. Because the roll is made in secret by the Judge, the caster cannot be certain whether the spell has ended because of chance or because there are no more lairs to find.

Locate Haunting Range: 3 miles

Divine 5, Eldritch 5 (White) Duration: concentration

This spell allows the caster to sense the direction and approximate distance to the nearest undead creatures within 3 miles (i.e. within the area of 6-mile hex). The caster can search for undead in general, in which case the spell will reveal the type of, as well as direction and distance to, the nearest undead of any sort. Alternatively, the caster can locate a particular undead creature (e.g. "the mummy Amon-Hotep") that he either can identify by its true name or has physically encountered in the past. **Locate haunting** is not blocked by earth, stone, or wood, but even a thin sheet of lead or gold will obscure an undead creature from detection by this spell. **Locate haunting** is a complex spell that requires 1 turn (10 minutes) to cast.

Soul Eating Range: touch

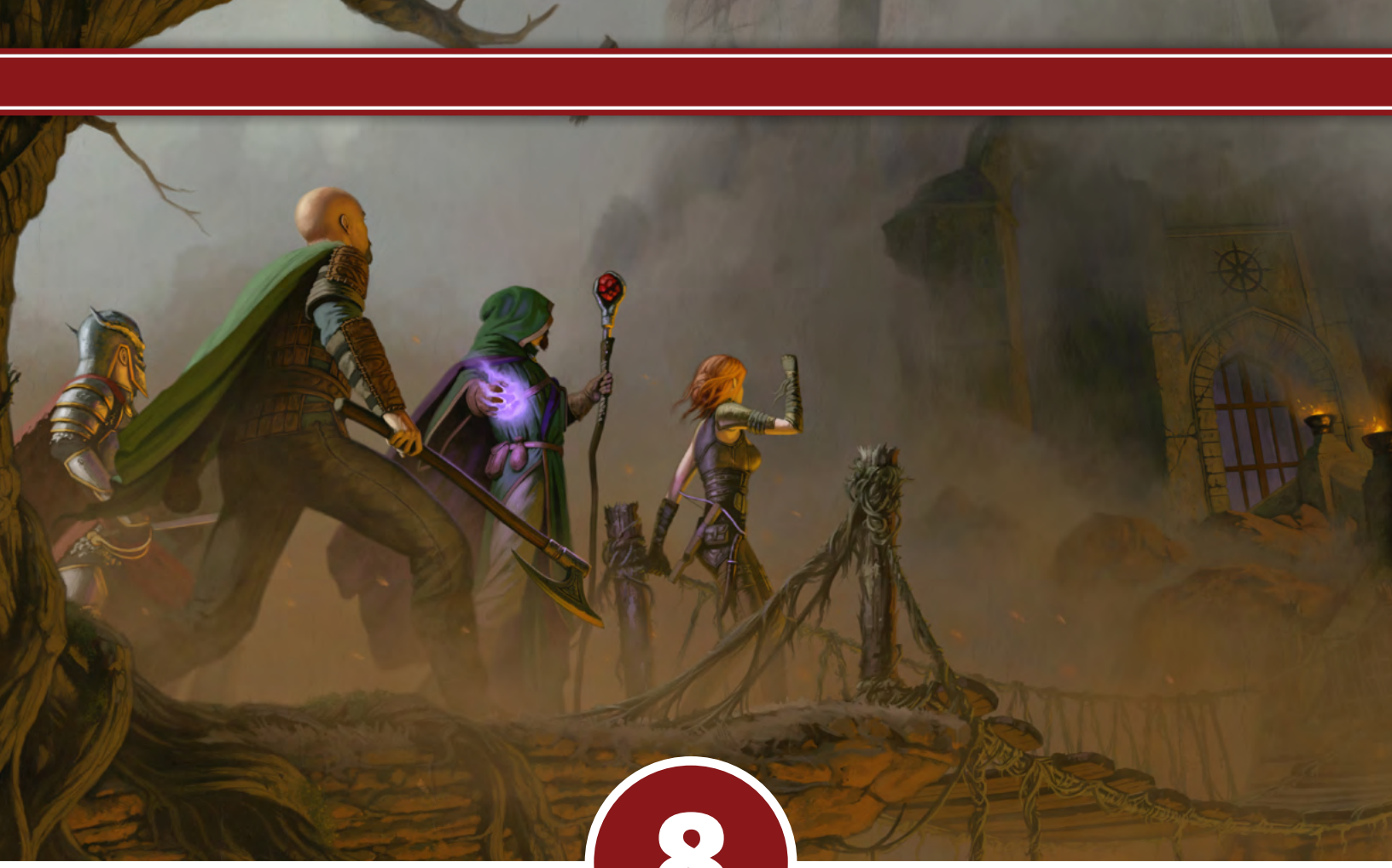
Arcane 6, Eldritch 6 (Black) Duration: 1 day

The caster can draw and devour the soul from a victim, temporarily gaining a fraction of the victim's knowledge and vigor. The spell is usually cast on bound and helpless victims; if used in combat, it requires a successful melee attack throw to touch the victim. Once touched, the victim must make a saving throw versus Death.

Even if the saving throw succeeds, the victim is still slain, but his soul eludes the caster's grasp. If the saving throw fails, the victim is slain and his soul is eaten by the caster. The caster immediately gains 1d10 temporary hit points + 1 hp per level of the victim. In addition, the caster learns some important knowledge possessed by the victim, either a specific set of facts that the caster was seeking or some random knowledge chosen by the Judge. The knowledge learned can be quite complex, equivalent to a single rank in a proficiency, a class power, a spell formula, or a language. The temporary hit points will disappear at the expiration of the spell's duration, while the knowledge will fade as if it was a barely-remembered dream. Nothing prevents a caster from writing down the knowledge gained from this spell before it fades, however.

EXAMPLE: Ra-Ramses wishes to plumb the depths of the dungeon of his rival, Baldur the Black. Baldur's dungeon is reputed to be a deadly maze filled with traps, secret doors, and foul guardians, so Ra-Ramses abducts Archimedian, the engineer who built the dungeon, and casts **soul eating** on him. Archimedian (a 5th level loremaster) fails his saving throw v. Death, so his soul is eaten by Ra-Ramses. Ra-Ramses gains 1d10 + 5 hp. The Judge decides that having complete knowledge of the layout and design of Baldur's dungeon is equivalent to the Mapping proficiency, and thus within the purview of the spell. Ra-Ramses now has a day to exploit this knowledge, either by venturing into the dungeon immediately or by spending a day drafting maps.

While **soul eating** is in effect, the spellcaster is treated as an inherently evil summoned creature for purposes of **detect evil** and **protection from evil** effects. A **dispel evil** or **dispel magic** spell will strip the caster of his temporary proficiency and hit points unless he makes a successful saving throw versus Spells.



8

ISSUE EIGHT
MARCH 2019

THE ORACULAR POWER OF DICE IS REVEALED...

- ***Make Magical Items Magical Again:*** **Because +1 doesn't need to mean boring!**
- ***Put Your Game Face On:*** **A step-by-step guide to generating PC and NPC appearance based on race and stats**
- ***Stocking the Wilderness:*** **A procedural system for Judges running wilderness hexcrawls**
- ***What's In Its Pockets:*** **Some random tables for when you've got to pick a pocket or two**

MAKE MAGICAL ITEMS MAGICAL AGAIN

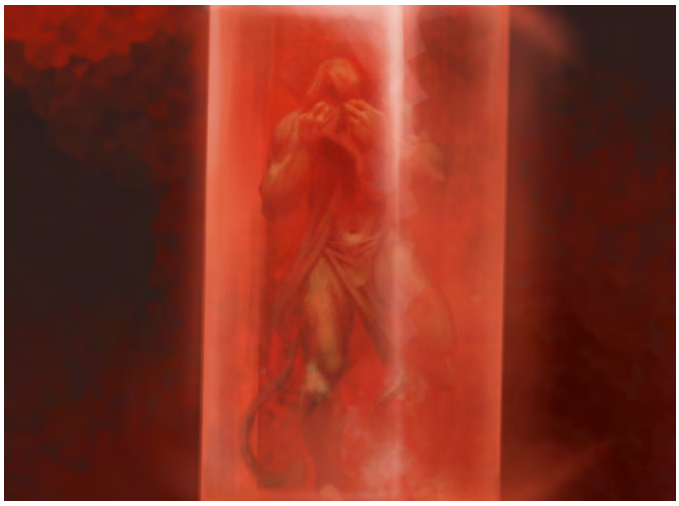
BECAUSE +1 DOESN'T NEED TO MEAN BORING!

By Cole Kelland

As presented on the treasure tables, most magical items can seem somewhat mundane and lacking in flair, leaving it to the Judge to describe what a particular **+1 sword** looks like, for example. It doesn't have to be that way! How the items' magical natures manifest and how they interact with the environment around them can and should reflect their powers and creation.

The following tables provide a means of making magical items more unique and desirable (or horrific) and inspiring further ideas, without adding extra power beyond possible minor benefits. These traits can be selected by the Judge or rolled as desired, and should reflect the sort of item or its origin. Even odd combinations can be used, however; a **+1 sword of ever-decaying flesh and bone** would make a fine device for a necromantic foe, and its inherent magic would allow it to function normally.

At the end of the article, rules are also included for generating these minor magical traits when crafting magical items – though unless the creator is notably powerful, the results can be unpredictable.



MINOR MAGICAL TRAIT TABLES

GENERAL

d20	Trait
1	Adjusts its shape, form, and color to best suit its wielder, but always appears as a mundane object of its type
2	Arcs of energy dance across it when it is wielded
3	Blurs when moving, leaving a faint after-image in its wake
4	Catches the light and sparkles like cut glass
5	Changes color to reflect the wielder's mood
6	Constantly changes and shifts in color
7	Displays breathtaking imagery as etching or filigree that periodically changes what it depicts
8	Distant drumbeats may be heard when it is wielded
9	Emits a glowing aura when used
10	Emits different musical tones when touched in different places
11	Gains a mirror-like surface
12	Glowing runes appear upon it
13	Item's material becomes transparent, like glass
14	Natural patterns of the material, e.g. wood grain, Damascus steel, twist to form natural magical sigils
15	Shrinks to half its size or length when not being used
16	Stars drift within it
17	Surrounded by tiny, drifting motes of light
18	Thrums when used
19-20	The crafter's desires imprint themselves on the object! Choose a result or make a new one!

AIR/STORM

Roll	Trait
1	A cloud forms above the wielder's head that reflects their mood, e.g. a storm cloud when angry, a rain cloud when sad, a fluffy cloud when happy,
2	Always smells like the fresh mountain air
3	Arcs of harmless electricity erupt from it when used
4	Becomes transparent, nearly invisible
5	Charged with static; user's skin tingles and hair stands on end when it is used
6	Clouds drift within it; when wielded, these become a storm
7	Constantly cool to the touch
8	Displays the word for "air" in every known language
9	Distant rumbles of thunder may be heard whenever it is used
10	Drifts lightly to the ground when dropped, like a feather
11	Emits a haunting, whistling melody when the wind blows over it
12	Exudes tendrils of mist
13	Feels light and hollow, though this does not affect its use
14	Miniature clouds swirl around it when it is wielded
15	Small birds find it an object of fascination
16	Small holes appear within it; these emit a haunting melody when the wind blows through them
17	Surrounded by a gentle breeze when wielded
18	Wielder's hair and clothing is always dramatically ruffled and billowed by wind
19-20	The crafter's desires imprint themselves on the object! Choose a result or make a new one!

ALIEN HORROR

Roll	Trait
1	Absorbs all light; appears to be a shape composed of utter darkness
2	Attracts insects and small vermin nearby; it devours them
3	Becomes transparent; strange organs pulse within it
4	Causes nearby food and drink to spoil within minutes
5	Corrodes and decays; pieces of it slough off and regrow constantly
6	Covered in black chitin; sometimes insectile limbs unfold from it before retracting
7	Covered in carved alien faces; these sometimes mouth things silently and shift their gaze
8	Covered in patches of foul blisters that pop and ooze yellowish pus when touched
9	Covered in patches of short, fleshy wavering tendrils that reach towards and caress any living flesh nearby
10	Heavily stained with a dark ichor that periodically arranges itself in to disturbing sigils
11	Possesses a distinct, pulsing heartbeat. This beats faster when things near it suffer or die
12	Possesses a squirming shadow that bears no resemblance to the object
13	Recoils and flinches slightly when touched, as if afraid
14	Run through with thick veins carrying ichor; they ooze if cut before quickly healing
15	Seems to constantly whisper… hideous things, barely audible
16	Shifts uneasily of its own accord when not being used
17	Smells of sickly sweet decay; occasionally blooms with patches of bizarre fungus
18	Unnaturally warm and flesh-like to the touch; it sometimes grows hairs
19-20	The crafter's desires imprint themselves on the object! Choose a result or make a new one!

EARTH/STONE

Roll	Trait
1	Acts like lodestone; it left atop a flat surface, it will orientate itself to point north
2	All of the materials in the object blend into each other seamlessly
3	Displays the word for "earth" in every known language
4	Earth elementals bow lightly in acknowledgment of the item
5	Emits tiny tremors when lain upon the earth
6	Feels unusually heavy and solid, though this does not affect its use at all
7	Frequently drips small quantities of sand
8	Gains an inner iridescence, like opal
9	Has a fissured surface
10	Lightly magnetic; small metal objects will stick to it
11	Rumbles when an earthquake is imminent
12	Sheds tiny chips of rock and minerals when used
13	Smells like dark, rich earth
14	Studded with natural growths of polished rock or crystal
15	Tugs lightly towards large sources of raw, unworked metal nearby
16	Veins of seemingly natural crystal run through it
17	Veins of seemingly natural metal run through it
18	When placed upon earth or stone, crystals grow around it
19-20	The crafter's desires imprint themselves on the object! Choose a result or make a new one!

FIRE

Roll	Trait
1	An ever-living flame can be seen flickering within its substance
2	Becomes blackened, as if by flame
3	Constantly warm to the touch
4	Displays the word for "fire" in every known language
5	Exudes wispy tendrils of smoke
6	Fire elementals bow lightly in acknowledgment of the item
7	Heatless fire engulfs it when wielded, illuminating like a torch
8	Heatless lava drips from it periodically, forming small pools of basalt
9	If held against a flammable object for several rounds, ignites it as would a tinderbox
10	Its surface flows like heatless lava
11	Partially melted in appearance
12	Periodically gives off bursts of tiny sparks, as if from a wood fire
13	Recoils lightly from large sources of water
14	Sheds small amounts of fine ash
15	Slowly boils small containers of water and other liquids kept near it for a long time
16	Smells faintly of burning charcoal
17	The sound of crackling flames emanates lightly from it, rising to a roar when wielded
18	Whether plunged in lava or exposed to flame, it is never marred nor becomes uncomfortably hot
19-20	The crafter's desires imprint themselves on the object! Choose a result or make a new one!

HOLY/LAWFUL

Roll	Trait
1	Anything reflected in its surface appears flawless and vibrant
2	A pair of golden wings are folded around part of it, appearing as an etched design; these unfurl when it is used
3	Becomes partially transparent; at its core beats a heart of wrought silver or gold
4	Chimes like a fine bell when wielded
5	Delicate runes glow golden or silver from its surface
6	Detailed etchings depict winged deities and champions across every surface; these move
7	Emits a faint celestial chorus when used
8	Exudes the scent of aromatic incense
9	Features a polished metal disc in which the sun (or moon) may always be seen
10	Intricate scrollwork recounts the bearer's good deeds across its surface
11	It announces its presence with a rousing trumpet fanfare when wielded against Chaotic foes
12	Its condition reflects the actions of its bearer; ill deeds appear as stains and corrosion, good deeds as luster and color
13	Lawful entities bow in acknowledgment of the item
14	Nothing may mar its clean, perfect surface; not dirt, nor grime, nor blood, nor scratches or dents
15	Prayers adorn it, writ in elegant characters of light
16	Sheds small golden feathers composed only of light that dissipate as they drift
17	Roars like a lion when wielded
18	Those sleeping near it enjoy peaceful or heroic dreams
19-20	The crafter's desires imprint themselves on the object! Choose a result or make a new one!

SYLVAN

Roll	Trait
1	A diffuse rainbow surrounds it in daylight, like sunlight through a fine mist
2	Becomes transparent; leaves and seeds appear trapped within it
3	Bright red toadstools grow in a ring around it when it is placed upon the earth
4	Changes color to match the seasons, like leaves
5	Covered in a fine floral filigree; the metal leaves and flowers move and grow
6	Delicate spirals without end cover its surface
7	Exudes the scent of a summer glade
8	Finely etched faerie scenes decorate its surface; they change daily
9	Flowers turn their heads towards the object as it passes
10	Frequently sheds scented petals
11	Illusory butterflies flutter around it in vivid colors
12	Issues a joyous or mocking laugh when wielded
13	It glows with pale light like a torch when the moon is full
14	Ivy grows from and entwines the item
15	Miniature blossoms bloom on its surface
16	Natural patterns of the material, e.g. wood grain, Damascus steel, twist to form beautiful patterns
17	Sings a soft lament when moonlight falls upon it
18	Small woodland creatures find it an object of fascination
19-20	The crafter's desires imprint themselves on the object! Choose a result or make a new one!

MINOR MAGICAL EFFECTS IN CRAFTING

With the exception of potions, scrolls, and other magical consumables, there is always a chance that a given magical creation exhibits one or more minor magical trait, as follows:

» Base 1% per 1,000gp expended on the item.

» Add 10% per 10,000gp of precious materials expended on the item.

» If the total chance exceeds 100%, the excess beyond 100% becomes the chance of a second minor magical trait.

» If the creator is 11th level or higher, they can choose the trait from the appropriate table instead of rolling for it, such is their puissance.

EXAMPLE: Bukhat is creating a **sword +3** (base cost 60,000gp), which has a base 60% chance of exhibiting a single minor magical effect. However, Bukhat has used 40,000gp of precious materials as well (+40%), so that chance is now 100%! If it had been made with 60,000gp of precious materials instead, that chance would have been 120%, which would be one automatic trait plus a 20% chance of a second trait.

The table rolled on should be chosen by the Judge based on the creator's alignment, tendencies and class; the materials used in the item's construction; the type of magical item being made; and the location of its forging. An item crafted by one of Ammonar's faithful and bathed in the full light of the sun every day

UNHOLY/CHAOTIC

Roll	Trait
1	Absorbs light around it, making it appear unnaturally dark
2	Cackles wickedly when wielded
3	Carved with lurid depictions of torment
4	Causes terrible nightmares in those who sleep near it
5	Constantly weeps tiny amounts of warm blood
6	Covered in vile runes that glow malevolently
7	Disquiets small children and animals; they recognize its evil
8	Draws any shed blood nearby towards it; it will devour this
9	Exudes an unpleasant chill; always cold to the touch
10	Exudes the faint whiff of brimstone
11	Groans with pain/pleasure when wielded
10	Grows a gem resembling a monstrous eye; it seems to watch you
11	Grows sharp edges and hooks that seem to twist and turn
12	Natural patterns of the material, e.g. wood grain, Damascus steel, twist to form disturbing patterns such as skulls, devilish faces, etc.
13	Permanently stained with blood or ichor, no matter how vigorously cleaned
14	Screams in torment when wielded
15	Small plants wither, blacken and die within minutes of being near it
16	The weak-willed are more wont to bicker and quarrel when near it
17	Tormented faces drift within its substance
18	Weeps wretchedly when used
19-20	The crafter's desires imprint themselves on the object! Choose a result or make a new one!

would likely use the Holy/Lawful table. An item crafted from dark iron, decorated with cut crystal, and buried in the earth every day during its creation would use the Earth table, and so on.

EXAMPLE: Bukhat has crafted his **sword +3** from polished brass, decorated it with cut obsidian and rubies, and held it over flame every day. The Judge assesses that he should roll on the Fire table.

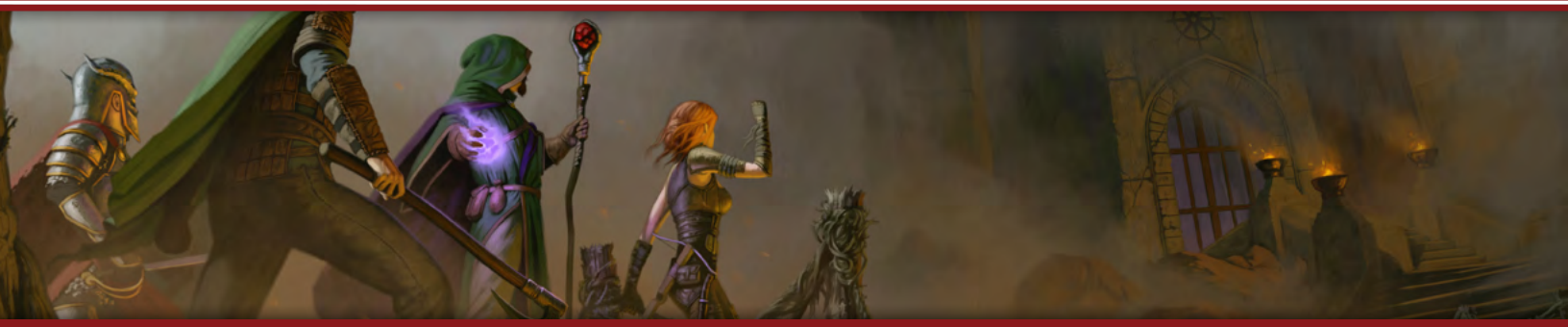
Even if a magic research roll fails, the roll for a minor magical effect should still be made if there is a chance of one.

WATER/SEA

Roll	Trait
1	Always floats atop water, never sinks unless pulled under
2	Beach-made; shells and barnacles, coral and scales, fishbones and seaweed grow from within it
3	Becomes transparent, its surface rippling like water
4	Condensation rapidly appears on cool surfaces near it
5	Constantly drips small amounts of water, fresh or salty
6	Cools the air lightly around it
7	Displays with the word for "water" in every known language
8	Emits the faint sound of trickling water
9	Emits the faint sound of waves lapping against a beach
10	Purifies small containers of water it touches
11	Recoils lightly from large sources of fire
12	Sheds snowflakes when wielded
13	Slowly freezes small containers of water and other liquids kept near it for a long time
14	Small colorful fish swim within it
15	Small water creatures find it an object of fascination
16	Smells faintly of the sea
17	Water elementals bow lightly in acknowledgment of the item
18	Water constantly runs down its surface like a stream over rocks, but never drips off the end
19-20	The crafter's desires imprint themselves on the object! Choose a result or make a new one!

EXAMPLE: To his dismay, Bukhat fails his magic research throw and the sword does not get its +3 bonus! However, he still consults the Fire table for a minor magical effect. Because he is 14th level, he chooses "Heatless fire engulfs it when wielded, illuminating like a torch". Had he been lower than 11th level, he would have had to roll on the table instead of selecting a result. Bukhat has failed to create an epic fiery sword, but he has created a minor magical item (a sword that illuminates like a torch).

When used in combat, weapons that end up with no bonus to hit or damage but still have a minor magical effect can damage enchanted creatures as if they were silver weapons.



PUT YOUR GAME FACE ON

A STEP-BY-STEP GUIDE TO GENERATING PC AND NPC APPEARANCE BASED ON RACE AND STATS

By Cole Kelland

Determining the appearance of a character, whether PC or NPC, is important; after all, their appearance is the first thing anyone notices about them, whether it is how they look physical, or what they wear and carry. It can be notably difficult to come up with a quick trait to distinguish individual NPCs, especially the otherwise nameless individuals PCs might unexpectedly address while at an inn or in the village market, or in the case of groups of otherwise identical foes such as bandits or beastmen, fight. Yet, it can be useful to give some at least a single defining trait, if only to make it easier to know who is fighting who.

Although many Players and Judges will simply assign a character whatever height, weight, and appearance traits they desire, it can be fun to roll for these elements randomly, especially if inspiration hasn't struck. The following provides the means to generate builds, heights, weights, and distinguishing features for characters including the influence of high or low Strength, as well as eye, hair and skin color based on the races and cultures of the Auran Empire setting. Of course, players and Judges should feel free to simply choose results too as these characteristics have no real mechanical impact on play.

So that they can be used for a wide variety of NPC types, some are split into Chaotic/Any/Lawful tables; Judges should select the tables most appropriate to the individual(s) they are determining traits for. Tables labelled "Any" may typically be used for nearly any NPC regardless of Alignment.

Most of the results in the various tables can easily be presented in different terms. Broad may be *wide-shouldered* or *curvaceous*, Small may be *petite* or *elfin*, Slim may be *slender* or *svelte*, Tall may be *statuesque*, and so on. Also, when looking at belongings, consider color, materials, and style. That cap could be faded purple velvet with a wilted feather or it could be crudely stitched rat skin, for example.

HOW TO USE THESE TABLES

» For PCs, use Part One: Height and Weight; Part Two: Eye Color, Hair Color and Texture, and Skin Color; and Part Three: Physical Features. Roll or make choices along the way as desired based on Charisma and Race/Culture.

» For highly detailed NPCs, follow the same process as for PCs if desired, but use Part Four: Belongings and Styles as well to determine those extra elements, rolling or making choices as necessary.

» For quick and unimportant NPCs, skip straight to Part Four: Belongings and Styles, to determine a single distinguishing trait.

PART ONE: HEIGHT AND WEIGHT

Follow the steps below to determine a character's height, weight, and general build.

STEP 1: DETERMINE BASELINE

Roll for the character's Baseline Height and Weight according to race and gender. The results may be modified by culture as noted here.

BASELINE CULTURE MODIFIERS

» Human (Celdorean): Add 2" to baseline Height. Increase baseline Weight by 5%.

» Human (Corcani): Add 1" to baseline Height. Increase baseline Weight by 3%.

» Human (Jutlander): Add 3" to baseline Height. Increase baseline Weight by 12.5%.

» Human (Kemeshi): Decrease baseline Weight by 9%.

» Human (Krysean): Add 1" to baseline Height. Increase baseline Weight by 6.5%.

» Human (Kushtu): Add 3" to baseline Height. Increase baseline Weight by 5%.

» Human (Nicean): Add 1" to baseline Height. Increase baseline Weight by 6.5%.

» Human (Opelenean): Increase baseline Weight by 6.5%.

» Human (Rornish): Add 3" to baseline Height. Increase baseline Weight by 9%.

» Human (Shebatean): Add 1" to baseline Height.

» Human (Somirean): Increase baseline Weight by 3%.

» Human (Skysos): Subtract 2" from baseline Height.

» Human (Tirenean): Add 2" to baseline Height. Increase baseline Weight by 6.5%.

» Human (Zaharan): Add 2" to baseline Height. Decrease baseline Weight by 2.5%.

» Nobiran: Use the human culture they were born within but add 2" extra to the baseline Height and 8 lbs. extra to baseline Weight.

BASELINE HEIGHT AND WEIGHT

Race	Height	Weight
Dwarf (m)	43"+2d4"	130+4d10 lbs.
Dwarf (f)	41"+2d4"	110+4d10 lbs.
Elf (m)	61"+2d4"	110+6d6 lbs.
Elf (f)	57"+2d4"	90+6d6 lbs.
Gnome (m)	34"+2d4"	30+4d6 lbs.
Gnome (f)	32"+2d4"	25+4d6 lbs.
Halfling (m)	32"+2d4"	25+4d8 lbs.
Halfling (f)	30"+2d4"	20+4d8 lbs.
Human (m)*	60"+2d6"	110+8d6 lbs.
Human (f)*	55"+2d6"	90+8d6 lbs.
Thrassian (m)	71"+2d6"	235+8d6 lbs.
Thrassian (f)	67"+2d6"	215+8d6 lbs.
*Includes Zaharans and Nobirans		

STEP 2: DETERMINE BUILD

Roll 2d6, adding or subtracting twice any modifiers for high or low Strength. If the character's build is Average for their race, there is no need to modify the baseline results from Step 1, and the process is finished. Ignore fractions of pounds when making calculations.

DWARF BUILD

Result	Build	Modifiers
1 or less	*Small*	Ht –10%, Wt –30%
2-3	*Slim*	Wt –20%
4-7	*Average*	None
8-11	*Broad*	Wt +20%
12-13	*Large*	Ht +10%, Wt +30%
14 or more	*Huge*	Ht +20%, Wt +75%

ELF BUILD

Result	Build	Modifiers
1 or less	*Small*	Ht –10%, Wt –30%
2-6	*Thin*	Wt –10%
7-9	*Average*	None
10 or more	*Tall*	Ht +10%, Wt +30%

GNOME BUILD

Result	Build	Modifiers
2 or less	*Small*	Ht –10%, Wt –30%
3-4	*Slim*	Wt –20%
5-9	*Average*	None
10-11	*Broad*	Wt +20%
12+	*Large*	Ht +10%, Wt +30%

HALFLING BUILD

Result	Build	Modifiers
2 or less	*Small*	Ht –10%, Wt –30%
3-4	*Slim*	Wt –20%
5-8	*Average*	None
9-11	*Broad*	Wt +20%
12+	*Large*	Ht +10%, Wt +30%

HUMAN/NOBIRAN/ZAHARAN BUILD

Result	Build	Modifiers
1 or less	*Small*	Ht –10%, Wt –30%
2-4	*Slim*	Wt –20%
5-8	*Average*	None
9-10	*Broad*	Wt +20%
11-12	*Large*	Ht +10%, Wt +30%
14 or more	*Huge*	Ht +20%, Wt +75%

THRASSIAN BUILD

Result	Build	Modifiers
4 or less	*Slim*	Wt -20%
5-9	*Average*	None
10-11	*Broad*	Wt +20%
12-13	*Large*	Ht +10%, Wt +30%
14 or more	*Huge*	Ht +20%, Wt +75%

EXAMPLE #1: Hakan, a male cleric from Skysostan, has no modifiers for Strength. The Player rolls Hakan's baseline Height and Weight, getting 67" and 138 lbs, but reduces the Height to 65" (5'5") because Hakan is from Skysostan. The Player then rolls for Hakan's Build, getting a result of 10; Hakan is *Broad*. This modifies the baseline Weight by 20%, adding 28 lbs for a total Weight of 166 lbs. At 5'5" and 166 lbs., Hakan is short and stocky!

EXAMPLE #2: Dagr the Mighty, a male barbarian from Jutland with Strength 17, has an impressive +2 Strength modifier, doubled to +4 for purposes of the character's Build roll. The Player rolls Dagr's baseline Height and Weight of 69" (increased to 72" due to Dagr being a Jutlander) and 142 lbs (increased by 12.5% to 160 lbs due to Dagr being a Jutlander). The Player then rolls for Dagr's Build, adding the doubled Strength modifier of +4. He rolls a 10, for a final total of 12: *Large*. He increases Dagr's Height by 10% to 79" (6'7"!) and his Weight by 3 0% to 256 lbs. Dagr's a tall, highly impressive, and clearly strong individual.

EXAMLE #3: Aliyah, a female Shebatean thief, has a -1 Strength modifier. This translates as a -2 modifier on her Build roll. The Player rolls baselines of 60" (5') and 128 lbs. She rolls for Build, subtracting 2 due to the Strength modifier and an extra 1 for being Shebatean, and gets a final number of 2: *Slim*. Aliyah's Weight is reduced by 20% to 102 lbs. She's a slender woman, slightly shorter than normal.

PART TWO: EYE COLOR, HAIR COLOR AND TEXTURE, AND SKIN COLOR

Roll 1d20 on each of the appropriate tables to determine the specifics of hair, eyes, and skin.

DWARVES

DWARF EYE COLOR

Roll	Eye Color
1-4	Brown, Light
5-6	Gray, Dark
7-8	Gray, Light
9-10	Gray-Brown, Dark
11-12	Gray-Brown, Light
13-14	Green, Light
15-16	Green, Dark
17-18	Hazel, Dark
19-20	Hazel, Light

DWARF (MENIRI) HAIR COLOR

Roll	Hair Color
1-7	Black
8-11	Chestnut, Dark
12-14	Chestnut, Light
15-17	Gray, Dark
18-20	Gray, Light

DWARF (JUTTING) HAIR COLOR

Roll	Hair Color
1-5	Auburn
6-10	Brown-Black
11-15	Brown, Rufous
16-20	Red, Dark

DWARF HAIR TEXTURE

Roll	Hair Texture
1-10	Curly
11-20	Wavy

DWARF (MENIRI) SKIN COLOR

Roll	Skin Color
1-4	Brown, Medium
5-8	Brown, Dark
9-12	Brown, Very Dark
13-16	Ocher
17-20	Sienna

DWARF (JUTTING) SKIN COLOR

Roll	Skin Color
1-5	Brown, Light
6-10	Brown, Medium
11-15	Ocher
16-20	Sienna

ELVES

ELF EYE COLOR

Roll	Eye Color
1-2	Amber, Dark
3-4	Amber, Light
5-6	Blue, Dark
7-8	Blue, Light
9-10	Gold, Dark
11-12	Gold, Light
13-14	Hazel, Dark
15-16	Hazel, Light
17-18	Violet, Dark
19-20	Violet, Light

ELF HAIR COLOR

Roll	Hair Color
1-5	Blue-Black
6-10	Gold
11-15	Platinum
16-20	Silver

ELF HAIR TEXTURE

Roll	Hair Texture
1-10	Straight
11-20	Wavy

ELF SKIN COLOR

Roll	Skin Color
1-5	White, Ivory
6-15	White, Pure
16-20	White, Snow

GNOMES

GNOME EYE COLOR

Roll	Eye Color
1-4	Blue, Very Light
5-8	Blue, Light
9-12	Blue, Medium
13-16	Blue, Dark
17-20	Blue, Very Dark

GNOME HAIR COLOR

Roll	Hair Color
1-4	Blonde, Light
5-8	Blonde, Medium
9-12	Blonde, Golden
13-16	Blonde, Platinum
17-20	Blonde, Strawberry

GNOME HAIR TEXTURE

Roll	Hair Texture
1-5	Curly
6-13	Straight
17-20	Wavy

GNOME SKIN COLOR

Roll	Skin Color
1-4	Brown, Light
5-8	Brown, Medium

HALFLINGS

HALFLING EYE COLOR

Roll	Eye Color
1-10	Black
11-15	Brown, Dark
16-20	Brown, Light

HALFLING HAIR COLOR

Roll	Hair Color
1-10	Black
11-14	Brown, Dark
15-18	Brown, Medium
19-20	Brown, Light

HALFLING HAIR TEXTURE

Roll	Hair Texture
1-10	Curly
11-20	Wavy

HALFLING SKIN COLOR

Roll	Skin Color
1-7	Light Brown, Ruddy
8-13	Medium Brown, Ruddy
14-20	Pale, Ruddy

HUMANS – EYE COLOR

HUMAN (CELDOREAN) EYE COLOR

Roll	Eye Color
1-6	Black
7-9	Brown, Dark
10-11	Brown, Medium
12-13	Brown, Light
14	Green, Medium
15-17	Hazel, Dark
18-20	Hazel, Medium

HUMAN (CORCANI) EYE COLOR

Roll	Eye Color
1-2	Blue-Gray, Medium
3-4	Blue-Grey, Light
5-6	Brown, Medium
7-8	Brown, Light
9-10	Gray, Dark
11-12	Gray, Medium
13-14	Gray-Brown, Dark
15-16	Gray-Brown, Medium
17	Green-Gray, Medium
18	Green-Gray, Light
19	Hazel, Medium
20	Hazel, Light

HUMAN (JUTLANDER) EYE COLOR

Roll	Eye Color
1-2	Blue, Medium
3-5	Blue, Light
6-7	Blue-Gray, Medium
8-9	Blue-Gray, Light
10-11	Blue-Green, Medium
12-13	Blue-Green, Light
14	Gray, Medium
15	Gray, Light
16	Gray, Very Light
17	Green, Medium
18-19	Green, Light
20	Violet, Light

HUMAN (KEMESHI) EYE COLOR

Roll	Eye Color
1-5	Black
6-10	Brown, Dark
11-15	Brown, Medium
16-20	Brown, Light

HUMAN (KRYSEAN/OPELENEAN) EYE COLOR

Roll	Eye Color
1-4	Brown, Dark
5-8	Brown, Medium
9-12	Brown, Light
13-16	Hazel, Dark
17-20	Hazel, Medium

HUMAN (KUSHTU) EYE COLOR

Roll	Eye Color
1-20	Black

HUMAN (NICEAN) EYE COLOR

Roll	Eye Color
1-4	Brown, Dark
5-8	Brown, Medium
9-10	Brown, Light
11-12	Green, Dark
13-14	Green, Medium
15-17	Hazel, Dark
18-20	Hazel, Medium

HUMAN (RORNISH) EYE COLOR

Roll	Eye Color
1	Blue, Medium
2-4	Blue, Light
5	Blue-Gray, Medium
6-7	Blue-Gray, Light
8-9	Brown, Light
10	Green, Medium
11-13	Green, Light
14	Green-Gray, Medium
15-16	Green-Gray, Light
17	Hazel, Medium
18-20	Hazel, Light

HUMAN (SHEBATEAN/SOMIREAN) EYE COLOR

Roll	Eye Color
1-10	Black
11-20	Brown, Dark

HUMAN (SKYSOS) EYE COLOR

Roll	Eye Color
1-9	Black
10	Blue, Light
11-13	Brown, Dark
14-16	Brown, Medium
17-19	Brown, Light
20	Gray, Medium

HUMAN (SYRNASI) EYE COLOR

Roll	Eye Color
1-8	Black
8-10	Brown, Dark
11-13	Brown, Medium
14-16	Brown, Light
17-18	Hazel, Dark
19-20	Hazel, Medium

HUMAN (TIRENEAN) EYE COLOR

Roll	Eye Color
1-3	Blue-Gray, Medium
4-6	Brown, Dark
7-9	Brown, Medium
10-11	Brown, Light
12-13	Gray, Dark
14-15	Gray, Medium
16-17	Gray-Brown, Dark
18-20	Gray-Brown, Medium

HUMAN (ZAHARAN) EYE COLOR

Roll	Eye Color
1-3	Amber, Dark
4-6	Amber, Medium
7-10	Brown, Dark
11-13	Gray-Brown, Dark
14-16	Gray-Brown, Medium
17-18	Green-Brown, Dark
19-20	Green-Brown, Medium

HUMANS - HAIR COLOR

HUMAN (CELDOREAN/KRYSEAN) HAIR COLOR

Roll	Hair Color
1-5	Auburn, Dark
6-10	Auburn, Medium
11-15	Brown, Rufous
16-20	Brown-Black

HUMAN (CORCANI) HAIR COLOR

Roll	Hair Color
1-3	Auburn, Dark
4-6	Auburn, Medium
7-10	Black
11-12	Blonde, Dark
13-14	Brown, Dark
15-16	Brown, Golden
17-18	Brown, Rufous
19-20	Red, Dark

HUMAN (JUTLANDER) HAIR COLOR

Roll	Hair Color
1-5	Blonde, Dark
6-10	Blonde, Golden
11-12	Blonde, Platinum
13-16	Brown, Golden
17-20	Brown, Rufous

HUMAN (KEMESHI/SHEBATEAN) HAIR COLOR

Roll	Hair Color
1-10	Black
11-20	Brown, Dark

HUMAN (KUSHTU) HAIR COLOR

Roll	Hair Color
1-20	Black

HUMAN (NICEAN/TIRENEAN) HAIR COLOR

Roll	Hair Color
1-5	Black
6-10	Brown, Ash
11-15	Brown, Dark
16-20	Blonde, Dark

HUMAN (OPELENEAN) HAIR COLOR

Roll	Hair Color
1-9	Black
10	Brown, Ash
11-19	Brown, Dark
20	Blonde, Dark

HUMAN (RORNISH) HAIR COLOR

Roll	Hair Color
1-2	Auburn, Dark
3-5	Auburn, Medium
6-8	Blonde, Golden
9-11	Blonde, Strawberry
12-14	Brown, Golden
15-16	Brown, Rufous
17-18	Red, Dark
19-20	Red, Medium

HUMAN (SOMIREAN/SKYSOS) HAIR COLOR

Roll	Hair Color
1-8	Black
9-12	Blue-Black
13-20	Brown, Dark

HUMAN (SYRNASI) HAIR COLOR

Roll	Hair Color
1-4	Auburn, Dark
5-8	Black
9-12	Brown, Dark
13-16	Brown, Rufous
17-20	Brown-Black

HUMAN (ZAHARAN) HAIR COLOR

Roll	Hair Color
1-10	Black
11-20	Blue-Black

HUMANS – HAIR TEXTURE

HUMAN (CELDOREAN/CORCANI/SOMIREAN/TIRENEAN) HAIR TEXTURE

Roll	Hair Texture
1-10	Straight
11-20	Wavy

HUMAN (JUTLANDER/RORNISH) HAIR TEXTURE

Roll	Hair Texture
1-16	Straight
17-20	Wavy

HUMAN (KEMESHI/OPELENEAN/SHEBATEAN*) HAIR TEXTURE

Roll	Hair Texture
1-10	Curly
11-20	Wavy

*Shebatean hair has wide, open ringlets

HUMAN (KRYSEAN/NICEAN/SYRNASI/ZAHARAN) HAIR TEXTURE

Roll	Hair Texture
1-5	Curly
6-12	Straight
13-20	Wavy

HUMAN (KUSHTU) HAIR TEXTURE

Roll	Hair Texture
1-20	Tightly Curled/Kinky

HUMAN (SKYSOS) HAIR TEXTURE

Roll	Hair Texture
1-20	Straight

HUMANS – SKIN COLOR

HUMAN (CELDOREAN) SKIN COLOR

Roll	Skin Color
1-10	Brown, Light
11-20	Olive, Light

HUMAN (CORCANI) SKIN COLOR

Roll	Skin Color
1-6	Brown, Very Light
7-20	Brown, Light

HUMAN (JUTLANDER) SKIN COLOR

Roll	Skin Color
1-20	Pale

HUMAN (KEMESHI/OPELENEAN) SKIN COLOR

Roll	Skin Color
1-10	Brown, Dark
11-20	Brown, Medium

HUMAN (KRYSEAN/NICEAN) SKIN COLOR

Roll	Skin Color
1-10	Brown, Medium
11-20	Brown, Light

HUMAN (KUSHTU) SKIN COLOR

Roll	Skin Color
1-7	Brown, Dark
8-14	Brown, Medium
15-20	Brown-Black

HUMAN (RORNISH) SKIN COLOR

Roll	Skin Color
1-6	Brown, Very Light
7-8	Brown, Light
9-14	Pale, Freckled
16-20	Pale

HUMAN (SHEBATEAN) SKIN COLOR

Roll	Skin Color
1-6	Brown, Dark
7-13	Brown, Medium
14-20	Olive, Dark

HUMAN (SKYSOS) SKIN COLOR

Roll	Skin Color
1-6	Ocher, Dark
7-13	Ocher, Medium
14-20	Ocher, Light

HUMAN (SOMIREAN) SKIN COLOR

Roll	Skin Color
1-5	Ocher, Dark
6-10	Ocher, Medium
11-15	Olive, Dark
16-20	Olive, Reddish

HUMAN (SYRNASI) SKIN COLOR

Roll	Skin Color
1-4	Brown, Dark
5-8	Brown, Medium
9-10	Ocher, Dark
11-12	Ocher, Medium
13-16	Olive, Dark
17-20	Olive, Medium

HUMAN (TIRENEAN) SKIN COLOR

Roll	Skin Color
1-5	Brown, Very Light
6-20	Brown, Light

HUMAN (ZAHARAN) SKIN COLOR

Roll	Skin Color
1-6	Copper
7-13	Olive, Sienna
14-20	Reddish Brown

THRASSIANS

THRASSIAN EYE COLOR

Roll	Eye Color
1-2	Hazel, Dark
3-4	Hazel, Light
5-7	Orange, Dark
8-10	Orange, Light
11-15	Yellow, Dark
16-20	Yellow, Light

THRASSIAN SCALE COLOR

Roll	Scale Color
1-5	Black
6-7	Brown, Dark
8-9	Brown, Medium
10	Brown, Light
11-12	Gray, Dark
13-14	Gray, Medium
15	Gray, Light
16-17	Olive, Dark
18-19	Olive, Medium
20	Olive, Light

THRASSIAN SCALE PATCH EXTENT*

Roll	Scale Patch Extent
1-4	40% Coverage
5-14	20% Coverage
15-18	10% Coverage
19-20	None

*All scale patches are cream colored

PART THREE: PHYSICAL FEATURES

Sometimes, just one or two key physical points are all that is needed to help define what a character looks like.

Characters should generally roll once on the appropriate Physical Features table per plus or minus modifier they have in Charisma. Characters with no Charisma modifier should only roll once on the Average table. Too many rolls create a comical appearance and lessen the impact that one or two clearly-defined features can have.

In the case of non-human characters, results should be interpreted or rerolled in some cases as needed.

PHYSICAL FEATURES – NEGATIVE

d%	Description
1-2	Build - Obese
3-4	Build - Hunchback
5-6	Build - Skeletal
7-8	Ears - Crumpled
9-10	Ears - Huge
11-12	Ears - Missing
13-14	Ears - Torn
15-16	Eyes - Bulging
17-18	Eyes - Cross-Eyed
19-20	Eyes - One Eye (Mass Scar Tissue)
21-22	Eyes - One Eye (Stitched Up)
23-24	Eyes - Wall-Eyed
25-26	Eyes - Wandering Eyes
27-28	Hands - Misshapen
29-30	Hands - Missing Many Fingers
31-32	Face - Badly Burned
33-34	Face - Chinless
35-36	Face - Disfiguring Facial Scar
37-38	Face - Patchy Facial Hair
39-40	Face - Wispy Facial Hair
41-42	Hair - Dirty/Greasy
43-44	Hair - Lank and Thin
45-46	Hair - Lice-Ridden
47-48	Hair - Tangled/Knotted
49-50	Legs - Club Foot
51-52	Legs - Misshapen
53-54	Mouth - Constantly Drooling
55-56	Mouth - Discolored Teeth
57-58	Mouth - Filed Teeth
59-60	Mouth - Frog-Like
61-62	Mouth - Huge Overbite
63-64	Mouth - Huge Underbite
65-66	Mouth - Large Buck Teeth
67-68	Mouth - Large Snaggletooth
69-70	Mouth - Missing Many Teeth
71-72	Mouth - Toothless
73-74	Nose - Encrusted
75-76	Nose - Huge
77-78	Nose - Smashed
79-80	Nose - Missing
81-82	Nose - Warty
83-84	Skin - Covered in Boils
85-86	Skin - Covered in Scarification
87-88	Skin - Covered in Crude Tattoos
89-90	Skin - Heavily Scarred
91-92	Skin - Filthy
93-94	Skin - Peeling
95-96	Skin - Scabrous
97-98	Skin - Pock Marked
99-00	Skin – Warty

PHYSICAL FEATURES – AVERAGE

D%	Description
1-2	Build - Barrel-Chested
3-4	Build - Chubby
5-6	Build - Skinny
7-8	Build - Stocky
9-10	Build - Tiny
11-12	Ears - Large
13-14	Ears - Small
15-16	Eyes - Different Colors
17-18	Eyes - Large
19-20	Eyes - Narrow
21-22	Eyes - One Eye (Eye Patch)
23-24	Eyes - Unusual Color
25-26	Face - Heavy Frown/Laugh Lines
27-28	Face - Obvious Birthmark
29-30	Face - Obvious Mole
31-32	Face - Piercing
33-34	Face - Tattooed
35-36	Hair - Mallen Streak
37-38	Hair - Prematurely Graying
39-40	Hair - Receding/Thin
41-42	Hands - Callused
43-44	Hands - Long Nails
45-46	Hands - Missing Finger
47-48	Hands - Missing Hand (Capped)
49-50	Hands - Missing Hand (Carved Prosthetic)
51-52	Hands - Missing Hand (Hook)
53-54	Hands - Tattooed Knuckles, e.g. Hold/Fast, Love/Hate
55-56	Legs - Peg Leg
57-58	Legs - Skinny
59-60	Legs - Short
61-62	Mouth - Deviated Septum
63-64	Mouth - Diastema
65-66	Mouth - Lip Piercing
67-68	Mouth - Missing Tooth
69-70	Mouth - Replacement Tooth, e.g. Bone, Metal, Stone, Wood
71-72	Mouth - Thin Lips
73-74	Nose - Aquiline
75-76	Nose - Broken
77-78	Nose - Large
79-80	Nose - Pierced
81-82	Nose - Small
83-84	Nose - Upturned
85-86	Skin - Deeply Tanned
87-88	Skin - Freckled
89-90	Skin - Hirsute
91-92	Skin - Minor Scars
93-94	Skin - Ruddy
95-96	Skin - Tattooed
97-98	Skin - Unusually Pale
99-00	Skin – Weather-Beaten

PHYSICAL FEATURES – POSITIVE

D%	Description
1-3	Build - Athletic
4-6	Build - Broad-Chested/Bosomy
7-9	Build - Good Posture
10-12	Build - Slim
13-15	Build - Well-Proportioned
16-18	Eyes - Clear
19-21	Eyes - Commanding Gaze
22-24	Eyes - Mesmerizing Gaze
25-27	Eyes - Piercing Gaze
28-30	Eyes - Striking Color
31-33	Hands - Graceful
34-36	Hands - Strong
37-39	Face - Beauty Spot
40-42	Face - Dashing Facial Scar
43-45	Face - Distinguished Features
46-48	Face - Chiseled/Fine Features
49-51	Face - Heroic/Graceful Jawline
52-54	Face - Honest
55-57	Face - Striking/Beautifying Tattoo
58-60	Face - Youthful Countenance
61-63	Hair - Glossy
64-66	Hair - Lustrous
67-69	Hair - Luxurious/Silken
70-72	Legs - Long
73-75	Legs - Muscular/Well-Toned
76-78	Legs - Slim
79-81	Mouth - Charming/Winning Smile
82-84	Mouth - Dazzling Smile
85-87	Mouth - Full/Sensuous Lips
88-90	Mouth - Perfect Teeth
91-93	Skin - Flawless
94-96	Skin - Glossy
97-99	Skin - Healthy Complexion
00	Roll Twice

PART FOUR: BELONGINGS AND STYLES

These tables are intended for random NPCs, though players should feel free to roll upon them if they so desire. Roll on Distinction Category first, then other tables as needed.

d20	Distinction Category
1-7	Belongings
8-20	Appearance (use Tables in Step 3: Physical Features)

BELONGINGS TYPE

d4	Type
1	Armor/Weapons
2	Clothing
3	Headwear
4	Personal Adornments

ARMOR/WEAPONS – CHAOTIC

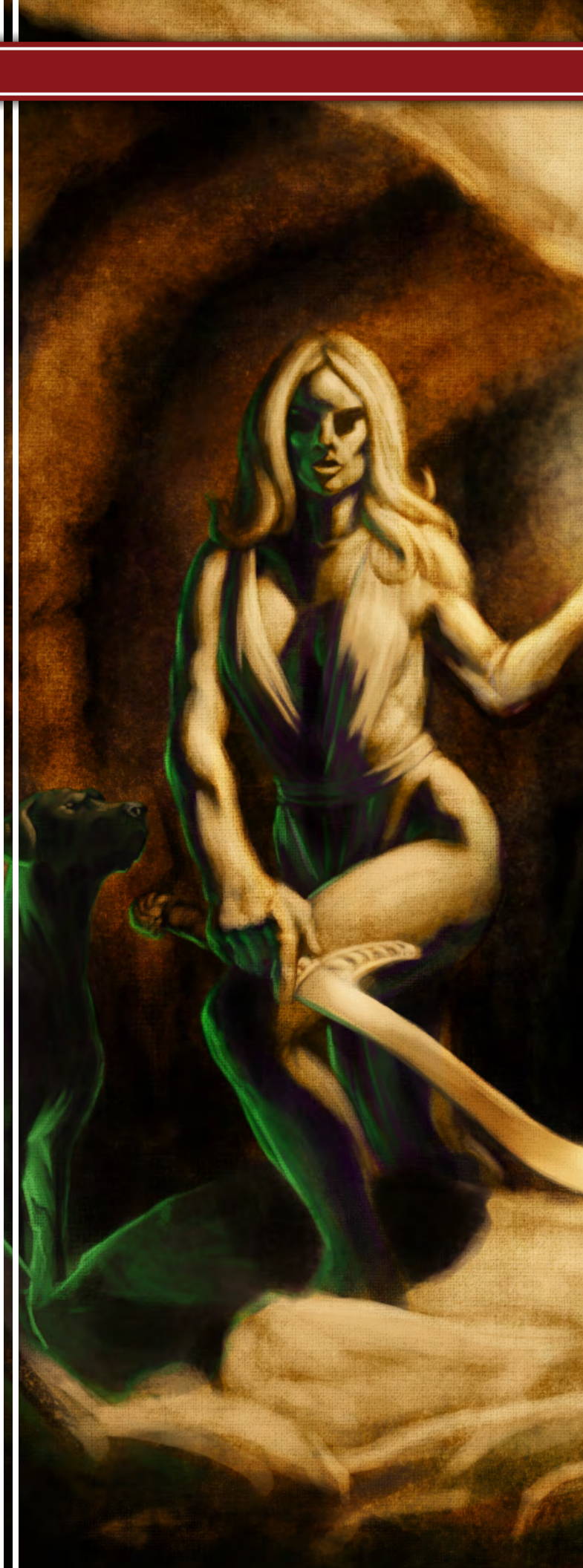
d8	Item
1	Adorned, e.g. Bones, Teeth, Fingers
2	Bent/Slightly Twisted
3	Blood-Stained
4	Dented
5	Fire-Blackened
6	Notched, e.g. Damaged/Nicked, Kill Notches
7	Rusted/Pitted/Tarnished
8	Scratched, e.g. Damaged, Crude Designs

ARMOR/WEAPONS – ANY

d10	Item
1-2	Adorned, e.g. Beads, Fabric Strips, Feathers
3-4	Dented
5-6	Etched
7-8	Notched, e.g. Damaged/Nicked, Kill Notches
9-10	Well-Maintained

ARMOR/WEAPONS – LAWFUL

d4	Item
1	Adorned, e.g. Pennants, Ribbons
2	Etched/Enameled
3	Highly Polished
4	Well-Maintained



CLOTHING – CHAOTIC

D6	Item
1	Absent, e.g. Naked or Partially Naked!
2	Garish - Clashing Colors, Sickly Colors
3	Falling Apart
4	Filthy, e.g. Blood-Stained, Encrusted
5	Ill-Fitting, e.g. Badly Made, Made for Another Race, Too Large, Too Small
6	Oddly Chosen, e.g. Sage's Robe on a Warrior

CLOTHING – ANY

D4	Item
1	Adorned, e.g. Beadwork, Decorative Stitching, Tassels
2	Brightly Colored, e.g. Jester-Like Motley
3	Poor-Fitting, e.g. Slightly Too Big/Small
4	Stained - Alchemical Discoloration, Travel-Stained

CLOTHING – LAWFUL

D10	Item
1-2	Adorned, e.g. Fine Embroidery
3-4	Bright, Attractive Colors
5-6	Luxurious, e.g. Fine Fabrics, Fur-Lined, Silk-Lined
7-8	Perfectly Fitted
9-10	Well-Maintained

HEADWEAR – ANY

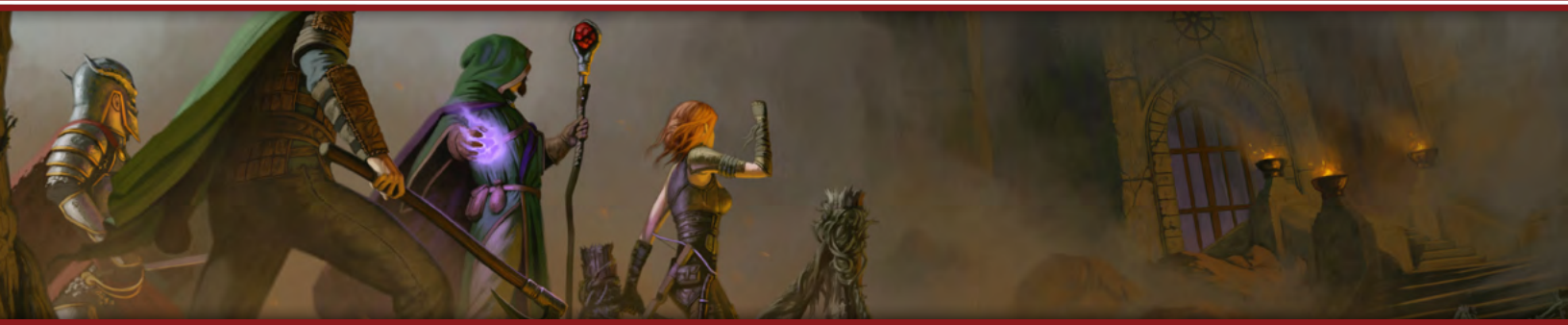
D12	Item
1	Bandana
2	Circlet, e.g. Bone, Brass, Iron, Pewter, Vines
3	Coif
4	Fabric Cap
5	Fur Cap
6	Headband
7	Hood
8	Mask, e.g. Animalistic, Caricature, Domino, Featureless, Monstrous, Ritual
9	Pointy Hat
10	Skullcap, e.g. Fabric, Iron
11	Veil
12	Wide-Brimmed Hat

PERSONAL ADORNMENTS – CHAOTIC

D4	Item
1-2	Belt Hangings - Dead Animals, Hands, Heads
3-4	Necklace - Ears, Fingers, Teeth, Unholy Symbol

PERSONAL ADORNMENTS – ANY

D8	Item
1	Armbands/Bracers, e.g. Bone, Fabric Strips, Leather, Metal, Wood
2	Belt, e.g. Braided, Broad, Ornamental Buckle, Studded
3	Belt Hangings, e.g. Animal Tails, Pouches
4	Bracelets, e.g. Bone, Fabric Strips, Leather, Metal, Wood
5	Folding Fan
6	Necklace, e.g. Beads, Claws/Fangs, Holy Symbol, Locket
7	Sash
8	Smoking Pipe



STOCKING THE WILDERNESS

A PROCEDURAL SYSTEM FOR JUDGES RUNNING WILDERNESS HEXCRAWLS

By Matt Jarmak with Alexander Macris

The wilderness is a dangerous place. Yes, it has dragons, giants, and purple worms. But there are more than just monsters in the wild. Traveling across these lands, an adventurer might find himself faced with a place of great natural beauty, an ancient mystery, or a horrible scene of destruction. These are not encounters with monsters, but they are nevertheless an important and interesting part of wilderness travel.

Unfortunately, ***ACKS*** offers the Judge no guidance on how to stock his wilderness hexes with such places. This article therefore presents a new set of Wilderness Stocking Tables that provide memorable and meaningful random events as the party travels across the land. By broadening wilderness adventures to include more than just monster encounters, the Wilderness Stocking Tables greatly reduce the frequency of uneventful days of traveling without necessarily turning the wilderness into a menagerie of monsters. We hope, as well, that these tables will fire the Judge's imagination and inspire new, bold ideas for wilderness adventuring.

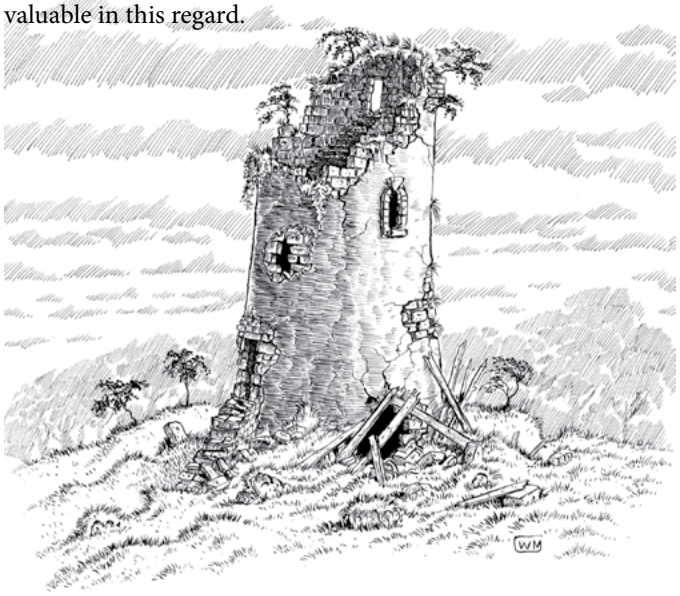
HOW TO USE THE WILDERNESS STOCKING TABLES

At any time when the Judge would normally roll for a random encounter (entering a new hex, spending a day traveling, searching for lairs, etc.), the Judge should instead roll on the Wilderness Stocking Table appropriate for the terrain type. If multiple hexes or terrain types are crossed but trigger only one roll, the Judge should just select a specific hex to stock from among those crossed.

On a "Nothing" result, there is no event. On an "Encounter" result, a random encounter occurs and should be rolled for normally. On any other result, the Judge should roll on the appropriate sub-table to determine what the adventurers have come upon.

The results on the table should always be treated as suggestions, and placed in a fashion that makes sense in the context of the party, terrain, weather, time of year, and so on. For example, Valuable Terrain: Cache, when rolled in an ocean hex, may be a sunken ship, while in a Woods hex it may be a hidden bandit cache.

Time Requirements for Wilderness Activities: If the players choose to benefit from a terrain feature (gathering the loot from the cache, for example), the time can vary based on what the result was. It likely takes longer to gather up all of the useful herbs found than it does to loot an unguarded treasure chest and run. If the result does not specifically mention the time required, it should be decided by the Judge based on the conditions and activities involved. The Campaign Play rules from Axioms can be valuable in this regard.



WILDERNESS STOCKING TABLES BY TERRAIN TYPE

Clear, Grass, Scrub (1d20)		Hills, Woods, River, Ocean (1d20)		Barren, Desert, Swamp, Jungle (1d20)	
1-2	Unique Terrain	1-2	Unique Terrain	1	Unique Terrain
3-7	Dangerous Terrain	3-6	Dangerous Terrain	2-4	Dangerous Terrain
8-12	Nothing	7-9	Nothing	5-7	Nothing
13-17	Valuable Terrain	10-13	Valuable Terrain	8-10	Valuable Terrain
18-20	Encounter	14-20	Encounter	11-20	Encounter

TREASURE TYPES BY TERRAIN

When any sub-table result directs a roll for Treasure by Terrain, roll using the treasure type indicated by this table.

Terrain	Treasure Type
Clear, Grass, Scrub	K
Hills, Barren, Swamp	N
Desert, Mountain	N,D
Woods	L,D
Jungle	K,C
River	L
Ocean	O

STRUCTURES

When any sub-table result directs a roll for Structure Type, choose or roll for a result on this table.

Roll	Dungeon Type	Roll	Dungeon Type
1	Aqueduct	11	Monument
2	Barrow mound	12	Mine
3	Bridge	13	Observatory
4	Castle	14	Prison
5	Colossus	15	Outpost
6	Cottage	16	Shrine/temple
7	Keep	17	Tomb
8	Manor	18	Tower
9	Mausoleum	19	Villa
10	Monastery	20	Wizard's dungeon

VALUABLE TERRAIN

Valuable Terrain (1d12)	
1	Cache
2	Food
3	Hidden Settlement
4	Monster Carcass
5	Perfect Weather
6	Resource
7	Ruin
8	Safe Haven
9	Shortcut
10	Useful Herbs
11	View
12	Double

VALUABLE TERRAIN DESCRIPTIONS

Cache: The adventurers find a hidden stash of loot or other unguarded treasure. Roll for treasure as per the Treasure Type by Terrain table.

Food: The adventurers find an easily-accessible source of food; perhaps the adventurers found a fruit grove, a deer leapt across their path, or they stumbled upon a patch of delicious mushrooms. Regardless of the source, it offers the party 4d10 x 2 pounds of standard rations. Remember that 2 pounds of rations are sufficient to feed one person for one day. One week of rations weighs 1 stone.

Hidden Settlement: The adventurers find a hidden settlement. Roll randomly on the encounter table for the terrain to discover what type of creatures live there. Regardless of the result, the creatures will not be actively hostile. (If they are unintelligent, they may simply not mind the party's presence; if they are Chaotic, they may be hiding and just want to be left alone. The details of why this particular group is not actively hostile are left to the Judge.) A hidden settlement of intelligent creatures may be treated as a Class VI market with only half the normal number of items available (rounded up).

Monster Carcass: The adventurers find a dead monster or monsters. Roll as for a random encounter in the hex. The adventurers find the result rolled dead in their path. The corpse's age in days is 1d4 divided by the terrain movement modifier for the hex. For example, in a desert (x3/4), it is from 1.5 to 6 days old, while on a road (x3/2), it is from 16 hours to 2.5 days old. The monster may have salvageable parts, as per ***Lairs & Encounters***, at the Judge's discretion.

Perfect Weather: The adventurers hit a patch of perfect weather, whatever that means for the season and location the adventurers are in. This makes their travel much easier. The adventurers may either choose to count this day's journey as a day of rest, or the adventurers may force march this day without penalty.

Resource: The adventurers find that the hex has a valuable resource in it. Increase the land value of the hex by 1, to a maximum of 9. Alternately, the adventurers may plunder the

resource, gaining 10d10 loads of a trade good; if the hex is plundered, do not increase its land value. To determine what the resource is, roll randomly on the Merchandise table in **ACKS Core**. If the result is a finished good, the adventurers find the raw materials appropriate to create that good. (At the Judge's discretion, if the resource is Precious Merchandise, the land value may be increased by 2 or more points if the resource is left unplundered.) The Judge should determine the amount of time required to plunder the resource. By default, it requires one day per character per 60gp of goods to plunder resources. (If using the optional Campaign Activities rules, plundering 60gp of goods counts as a major strenuous activity.)

EXAMPLE: A hills hex has a valuable resource in it. The Judge rolls on the Merchandise table and the result is 19 – Salt. The Judge determines the hills are dotted with natural mineral salt licks. If the adventurers plunder this resource, they can get 10d10 loads of salt, each worth 100gp and weighing 80 stone. Plundering the salt will require one day per character per 60gp of salt.

Terrain	Modifier
Clear, Grass, Scrub	0
Hills, Mountains, Woods, River	+2
Jungle, Swamp, Ocean, Desert, Barren	+4

Ruin: The adventurers find an abandoned, unoccupied structure of some kind. Roll 1d20 on the Structure table. The structure is damaged, but could be repaired. To find the ruin's value, roll 1d12 and add a modifier as indicated by terrain type.

The ruin has an initial value of 39,000 gp plus another 2,000 gp times the result of the Judge's roll. Of course, these ruins are not in pristine shape; they wouldn't be ruins if they were! The more wild and unsettled the terrain, the more likely the ruin is to be horrifically decayed. Roll 2d10 and subtract twice the terrain modifier listed above to determine what percentage of the ruin's value has survived, to a minimum of 1%. At the Judge's discretion, this value may be rounded to the nearest 5%.

EXAMPLE: The adventurers have discovered a ruin in a swamp hex. The Judge rolls 16 on the Structure table, so the ruin is a temple. To determine the temple's initial value, the Judge rolls a 3 on 1d12, and adds +4 because the temple is in a swamp, for a result of 7. Therefore the temple's initial value was 39,000 + (2,000gp x 7) = 53,000 gp. The Judge then rolls to determine the percentage of value remaining. He rolls a 13, so the temple retains [13 – (2 x 4)] 5% of its original value. The ruined temple is worth 2,650gp.

Safe Haven: The adventurers find a hidden, guarded, or otherwise especially safe location. While resting here, the adventurers will not be discovered by any random encounters, though the adventurers may be followed into the redoubt if they attempt to escape into it.

Shortcut: The adventurers find a shortcut. Draw a line from the face of the hex the adventurers entered the hex from, to the face of the hex the adventurers leave through, along the direction of their travel. When traveling between these faces, the adventurers may treat the hex as having no modifier to travel speed. If the hex's terrain already gave no modifier, the adventurers may treat it as a road instead. (At the Judge's discretion, to simplify, these effects may be applied when traveling through the hex in any direction instead of only along their original axis of travel.)

Useful Herbs (1d12*)	
1	Belladonna
2	Birthwort
3	Comfrey
4	Garlic
5	Goldenrod
6	Wolfsbane
7	Woundwort
8	Aloe
9	Bitterwood
10	Horsetail
11	Lungwort
12	Willow-bark

*if not using the Heroic Fantasy Handbook, roll 1d8 and reroll rolls of 8 instead

Useful Herbs: The adventurers find a place where useful herbs grow. Roll on the useful herbs table, below, to determine what the adventurers found. A character with Naturalism proficiency throw (or another appropriate proficiency) can identify the find with a proficiency throw of 11+. If correctly identified, the herbs can be harvested. There will be 2d100 lbs of herbs. Harvesting the herbs takes 1 turn per 5 lbs. (If using the optional Campaign Activities rules, harvesting 180 lbs of herbs counts as a major strenuous activity, e.g. 180 lbs in 6 hours.) Each pound counts as one item for encumbrance purposes.

View: The adventurers find a place with a fantastic view of the surrounding terrain. In addition to being an exemplar of natural beauty, it offers an excellent strategic command post. If an army enters mass combat while controlling the viewpoint, each commander in the army gains a bonus to their Strategic Ability. The Judge may choose a bonus or roll 1d3.

Double: Roll twice on this table. If either or both rolls are 'double', again, roll on Unique Terrain instead. If neither reroll is 'double', the adventurers find both indicated valuable terrain pieces. (The adventurers cannot find one Unique and one Valuable. For instance, if the rerolls are 12 and 3, you find only a piece of unique terrain, not a piece of unique terrain and a cache.)

DANGEROUS TERRAIN

Dangerous Terrain (1d12)	
1	Enshrouding Terrain
2	Fearful Despoiling
3	Foul Water
4	Foul Weather
5	Plague
6	Poison
7	Quagmire
8	Snare
9	Spoilage
10	Trap
11	Wasteland
12	Double

DANGEROUS TERRAIN DESCRIPTIONS

Enshrouding Terrain: The adventurers locate terrain that makes it very difficult to see what is going on, such as a deep valley surrounded on all sides by forest. An army that enters mass combat while positioned in the enshrouding terrain is in trouble. Each commander in such an army suffers a penalty to their Strategic Ability. The Judge may choose the penalty or roll 1d3. In addition, each commander in the army suffers a penalty to their Leadership Ability, again chosen or rolled on 1d3. The penalties may be identical or different. (Of course, if the adventurers ambush an enemy while they travel through the area, it is they that would suffer the penalties!)

Fearful Despoiling: Roll once on the Valuable Terrain table. The adventurers find that result, but despoiled, desecrated, or otherwise destroyed. This calamity is fearful enough to necessitate a Morale roll for followers (but not for henchmen); see table.

Roll	Result
2-	Flee.
3-5	Tender resignation.
6-8	No effect.
9-11	Renewed zeal.
12+	Filled with fire.

Flee: The affected followers drop whatever they were holding and flee immediately in a panic.

Tender resignation: The affected followers immediately tender their resignation, but continue to serve until they have a safe opportunity to leave.

No effect: The affected followers are shaken, but recover.

Renewed zeal: The affected followers harden themselves against this kind of shock, and automatically succeed on their next morale roll during this expedition.

Filled with fire: The affected followers take this as a personal crusade, and automatically succeed on all morale rolls made during this expedition.

(Note: The exact duration of an expedition is left to the Judge's discretion; but generally, it lasts until the followers are somewhere they feel that they could safely remain if they chose to.)

Foul Water: The adventurers are unable to find any water that is safe to drink on their day's journey. Unless the expedition carried water with it, the adventurers begin to suffer the penalties of dehydration. Foul water is rarely confined to only a single place; until a member of the party succeeds on a hunting or foraging proficiency throw on a subsequent day (or it rains), the adventurers remain unable to find any safe water.

Foul Weather: The weather is foul, whatever that means for the season and terrain the adventurers are in. Foul weather causes the adventurers to move at most at half speed for 1d6 days. If this result is rolled again before the previous foul weather expires, the weather becomes even worse for the overlapping duration. At the Judge's discretion, depending on the season and terrain, the weather may totally stop the adventurers or may be dangerous (such as a blizzard). Rolling this result multiple times can create truly life-threatening weather such as ice storms, nor'easters, hurricanes, and monsoons.

Plague: The party is exposed to a disease of some sort. When this occurs, the type of disease is determined with a roll of 1d100 on the Disease Type table. Subtract 10 if the party is in a swamp or jungle hex, and add 10 if the party is in a clear, glass, or scrublands hex. Once the disease is identified, each 30 followers, each henchman, and each adventurer must then make a saving throw versus Death against the disease. Certain diseases, being less acute, offer a saving throw bonus.

Disease Type				
Die Roll	Disease Type	Save Bonus	Duration	Death
5 -	Plague	0	1d8 days	Failed by 6+
6-15	Putrid Fever	0	2 weeks	Failed by 7+
16-30	Spotted Pox	+1	3 weeks	Failed by 8+
31-50	Bilious Fever	+2	4 weeks	Failed by 8+
51-75	Ague	+3	1d4 weeks	Failed by 10+
76+	Bloody Flux	+4	1 week	Rolled Natural 1

If the saving throw succeeds, the character(s) avoid any serious illness. If the saving throw fails, the character(s) become diseased for the listed duration. Diseased characters cannot move or fight.

At the end of the duration, diseased characters either recover or die. If the saving throw failed on a roll of natural 1, or by the amount noted on the Disease Type table, the diseased characters expire from the illness. Otherwise, the diseased characters recover. Saving throws for NPCs should be made secretly by the Judge, so the adventurers are unaware of whether their followers and henchmen will recover.

EXAMPLE: A party of four 4th level fighters – Artur, Balbus, Corvic, and Decimus – have just entered a jungle hex when a plague event is rolled. The Judge rolls 1d100 on the Disease Type table and gets a 20; subtracting 10, because the party is in a jungle hex, the result is 10, so the disease is putrid fever. Each character must make a saving throw versus Death. All four have a target value of 12+. Artur rolls a 14 and avoids the illness. Balbus rolls a 10. He is diseased for two weeks, but then recovers. Corvic rolls a natural 1. He is disease for two weeks, then dies (since he rolled a natural 1 on the save). Decimus rolls a 4. He is diseased for two weeks, then dies (since he failed the save by 7 or more).

Poison: The adventurers find something poisonous. Roll on the Poisons table to determine what type of poison was found in what quantity. The poison may be disguised, and appear to be useful herbs or other valuable commodity. A character with Naturalism proficiency throw (or another appropriate proficiency) can identify the find with a proficiency throw of 11+. However, if the find is probed without proper caution, the adventurer is exposed to the poison and must succeed on a saving throw vs. Poison or suffer its effects.

If correctly identified, the poison can be harvested. Harvesting poison properly requires a Naturalism proficiency throw for a plant toxin and an Animal Husbandry proficiency throw for a creature venom. In either case, the required target value is listed on the table below. On a roll of a natural 1, the gatherer has been exposed to the poison, and must succeed on a saving throw v. Poison or suffer its effects. Harvesting the poison takes 1 turn per dose. (If using the optional Campaign Activities rules, harvesting 6 doses of poison counts as a minor strenuous activity.) Doubling the harvest time increases the proficiency throw by +4, tripling it increases the proficiency throw by +8. Each dose harvested counts as one item for encumbrance purposes.

(1d20)	Poison	Target
1	3d10 doses of yew	4+
2	3d10 doses of pit viper venom	11+
3	4d6 doses of hellebore	8+
4	4d6 doses of hemlock	8+
5	2d10 doses of giant killer bee venom	11+
6	2d10 doses of carcass scavenger venom	11+
7	3d6 doses of foxglove	14+
8	3d6 doses of sea snake venom	11+
9	3d6 doses of giant black widow venom	11+
10	3d6 doses of giant rattlesnake venom	11+
11	2d6+1 doses of belladonna	11+
12	2d6+1 doses of henbane	8+
13	2d6+1 doses of wolfsbane	11+
14	2d6+1 doses of giant tarantula venom	11+
15	2d6+1 doses of giant scorpion venom	11+
16	2d4 doses of rockfish venom	11+
17	2d4 doses of wyvern venom	11+
18	1d3 doses of curare	20+
19	1d3 doses of purple worm venom	11+
20	1d3 doses of dragon blood	11+

Quagmire: The adventurers run across some sort of terrain that delays their travel, such as fallen trees, a wildfire off in the distance, or even a literal quagmire. Whatever the reason, the adventurers make no further progress today, and move at half speed the next day.

Snare: The adventurers find a trap intended to catch, rather than kill. Determine the trap as if it were a dungeon of level 5 (that is, very effective). 25% of snares guard treasure; if this snare guards treasure, determine the treasure type as per Cache by consulting the Treasure Type by Terrain table.

Spoilage: Some event or terrain feature (a wagon throwing an axle, a horse throwing a hoof, a bag falling into the swamp, etc.) causes the adventurers to lose stored rations. Their expedition loses 1d8*5% of its stored rations.

Trap: The adventurers find a deadly trap of some kind. Determine the trap as if it were a dungeon of level 5 (which is to say extraordinarily fatal). 25% of deadly traps guard treasure; if this trap guards treasure, determine the treasure type by consulting the Treasure Type by Terrain table.

Wasteland: The hex is dead and barren. Reduce its Land Value by 1, to a minimum of 3. This result stacks if rolled multiple times in the same hex.

Double: Roll twice on this table. If either or both rolls are 'double', again, roll on Unique Terrain instead. If neither reroll is 'double', the adventurers find both indicated dangerous terrain pieces. The adventurers cannot find one Unique and one Dangerous. For instance, if the rerolls are 12 and 3, the adventurers find only a piece of unique terrain, not a piece of unique terrain and a quagmire.)

UNIQUE TERRAIN

Unique Terrain (1d12)	
1	Complex Map
2	Curse
3	Empowering Place
4	Lesser Terrain
5	Magical Place
6	Magical Resource
7	Monstrous Shadow
8	Place of Power
9	Portal
10	Relic
11	Truly Unique
12	Double

UNIQUE TERRAIN DESCRIPTIONS

Roll (1d6)	Treasure Type	Average Value
1	K	5,000 gp average value
2	L, J	10,000 gp average value
3	P	17,000 gp average value
4	Q	22,000 gp average value
5	Ox2	24,000 gp average value
6	Q, N	31,000 gp average value

Complex Map: The adventurers find a location that is in itself a treasure map. An example might look similar to Stonehenge. It can be difficult to decipher the map, or even to learn that it is a map at all. If deciphered, it leads to a treasure. The treasure is 1 hex away per 1,000 gp value (the Judge may use the average value and roll the actual contents of the treasure later). Roll 1d6 to determine the treasure type the map points to.

Curse: The adventurers find a cursed place or object. Roll on the Curse table to get some idea of what sort of curse has been found, and how it may affect the party. Some of the curses on the Curse table reflect their transmission or methodology, while others suggest what penalty the curse inflicts. If a penalty is not suggested, use the Bestow Curse spell as a starting point, or use any curse the Judge has in mind.

Curse (1d10)	
1	*Infectious:* The curse is infectious in some fashion.
2	*Transformational:* The curse transforms its victims.
3	*Intermittent:* The curse applies only at specific times.
4	*Devastating:* The effect of the curse is greater than normal.
5	*Horrifying:* The curse makes the victim fearsome to their allies.
6	*Confusing:* The curse affects the victim's thought patterns.
7	*Forgetful:* The curse affects the victim's memory.
8	*Enfeebling:* The curse affects the victim's physical attributes.
9	*Locational:* The curse affects the location, rather than specific victims.
10	*Object:* The curse is tied to an object, and affects its bearers or wielders.

Empowering Place: The adventurers find a place capable of temporarily empowering non-magical items with the powers of a magical item. Choose or roll a magic item that the place is capable of duplicating, then choose a method by which the terrain can deliver this power. (For example, a cliff might empower the boots of someone who leaps off it with the powers of boots of levitation.) Only a non-magical item may be empowered, and only one such item may be empowered at a time. The empowered item will serve as the magical item for 1d6 days, but will then be destroyed. (It does not merely become nonmagical; the physical item is destroyed.) If desired, the Judge can roll on the Structure table when placing an empowering place.

Lesser Terrain: The adventurers find something that appears unique at first, but turns out not to be. Roll on the Valuable or Dangerous terrain tables instead (50% chance of either). The terrain found will appear more fantastic than usual, but will function as normal.

Magical Place: The adventurers find a place that is capable of duplicating the effect of a spell of some kind. Choose or roll the source of the magic (arcane, divine, eldritch, etc.), then choose or roll a spell from their spell list. Unless the Judge wishes to choose something, a good default is to roll as if it were a scroll found. Then choose a method by which this place can duplicate the spell. For example, a pool may cast Cure Light Wounds on anyone who bathes in it under the moonlight. The place is capable of creating the spell effect with a frequency determined by the level of spell, but never more often than once per day per target.

» *1st level:* 5/day
» *2nd level:* 3/day
» *3rd level:* 1/day
» *4th level:* 1/week
» *5th level:* 1/month
» *6th level:* 1/year
» *7th level and higher:* 1/decade or longer. (Ritual spells do not normally appear at these locations, but this suggested frequency is included should the Judge decide to place one.)

If desired, the Judge can roll on the Structure table when placing a magical place.

Magical Resource: The adventurers find a naturally-occurring magical resource. Treat as a special component or magical compound of the Judge's choice (or roll on the encounter table to find out what creature it counts as a component from). The magical resource does *not* require metamphora to store. It weighs 1 stone per 10 gp value and the adventurers find an amount worth 3d6 x 1,000gp. If the party returns later, they will find that more has grown; the Judge may assign a growth rate (a reasonable average is approximately 33 months to restore the full amount) or reroll its value.

Monstrous Shadow: A nearby terrible monster casts a shadow over the area (or brightens the area, if the monster is Lawful). Roll a random encounter for the terrain to determine the type of terrible monster. If the encounter includes multiple monsters, only one of them is the terrible monster, and it leads the others. The terrible monster is always in a lair - even if its type does not normally make lairs. If the terrible monster has less than 11 HD, increase its HD to 11 as a result of the powers it has been infused with. For each HD of increase, the monster's AC improves by ½ and the monster deals an average of 2 hp more damage divided among all its attacks. Increase the monster's size by one category, to a minimum of Large (ogre-sized). If its alignment is Neutral, change it to Chaotic. The terrible monster's lair is a shadowed (minor) sinkhole of evil (or equivalent pinnacle of good, if Lawful). If it is slain, the sinkhole of evil (or pinnacle of good) will disperse in 1d4 days. The creature rarely goes far from its lair, but otherwise acts as normal for a creature of its type. The lair will have normal treasure for the monster's type, plus additional treasure by terrain type.

EXAMPLE: When the adventurers enter a mountains hex, the Judge rolls a Monstrous Shadow result. He refers to the random encounter table for mountains terrain, and rolls a result of flyer/wyvern. Wyverns are encountered in aeries of 1d6, so he rolls 1d6 to determine the number of wyverns present. The result is 3, so three wyverns are present, one of which is the terrible monster. Wyverns are 7 HD monsters, so the terrible wyvern is increased to 11 HD. It gains a +2 bonus to AC (from 6 to 8) and adds 8 additional points of damage across its two attacks; the Judge decides its talons deal 3d8/3d8 rather than 2d8/2d8. The terrible wyvern's aerie has treasure type M (typical for wyverns) plus N, D (from the Treasure Type by Terrain table).

Place of Power: The adventurers find a place of power of some kind. Roll to determine the type and power.

Type (1d10)	
1-4	Sinkhole of evil
5-6	Pinnacle of good
7	Aerie of elemental air
8	Edifice of elemental earth
9	Furnace of elemental fire
10	Well of elemental water

Power (1d12)	
1-11	Minor
12	Roll again on the Major Power Table

Major Power Table (1d12)	
1-11	Major
12	Supreme

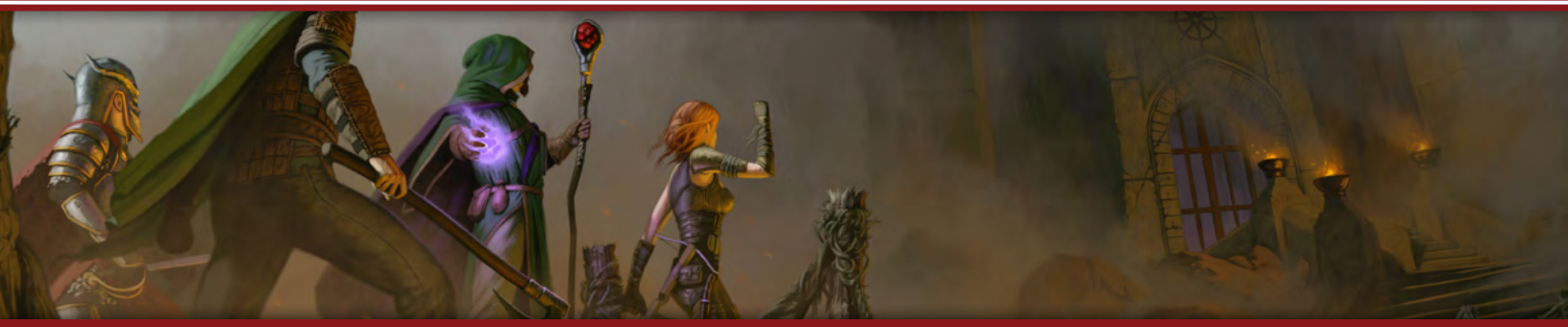
If desired, the Judge can roll on the Structure table when placing a place of power.

Portal: The adventurers find a portal linking two locations. The portal may transfer only sensory information (sight and/or sound), or may allow travel through it. The portal may be always active, or may be limited in some fashion (such as functioning only during an eclipse). A portal that allows travel is always limited in some fashion (though a portal may be always active for sight and/or sound, but allow travel only in limited circumstances). The Judge should choose a location for the other end of the portal that is appropriate for his setting. Note that the two ends of the portal may have different conditions for when they activate – for instance, one end might activate during a lunar eclipse while the other end activates during a solar eclipse – and the other end is not guaranteed to be a safe destination, making travel through an unknown portal extremely dangerous. At the Judge's discretion, the portal link may manifest in other ways than an actual portal (such as treating the two locations as the same for the purposes of spellcasting range).

Relic: The adventurers find a relic of a time long gone. The relic is not necessarily magical, but is valuable. Roll as for a Regalia (1d100+80 on Jewelry table in ACKS Core) to determine its value. 10% of relics are also magical (choose or roll a magic item); of those that are magical, 10% are cursed (Judge's choice).

Truly Unique: The adventurers find something truly unique. This category is a catch-all for anything the Judge wishes to place in this hex (usually something they saw in another source and thought was awesome). If the Judge justifiably feels that the point of a random table is to keep from having to invent things whole cloth like this, choose another result or reroll!

Double: Roll twice and combine the results, which may be a single terrain feature with two powers or two different terrain features, at the Judge's discretion. If the result is rolled again, ignore it and reroll (there cannot be more than two Unique effects in a hex).



WHAT'S IN ITS POCKETS?

FOR WHEN YOU'VE GOT TO PICK A POCKET OR TWO...

By Cole Kelland (with Example by Alexander Macris)

A random pocket is picked or purse is cut. A random body is searched. Sometimes there are the on-the-spot moments when inspiration can fail or we fall back on a quick random roll of coins found. But the contents of a purse, pocket, or pouch can be varied and sometimes surprising, possibly even spurring further adventure in some cases.

The following tables help generate the random items and coins found in the pockets and purses of NPCs. They do not provide notable gains in wealth at lower levels, but do provide a variety of other possible oddments or items of interest. Even results that seemingly make little sense can be justified as the last belongings of someone fallen on hard times, keepsakes, or belongings pilfered from others.

When using these tables, Judges should consider the profession and standard of living of the individual being stolen from or searched; this helps determine the quality of anything found and what items incidental items they are likely to be bearing. A bread roll found on a beggar, for example, could be a discarded, moldy crust, while that of a prosperous merchant could be a soft saffron roll in which berries and seeds have been baked.

To use these tables, roll on the Coinage table to determine loose change and then roll 1d2 times on Random Items table (1d3 for Affluent and above). From there, roll on the appropriate sub-tables as directed.

EXAMPLE: With the recent decree making halflings citizens of the Empire, a wave of bite-sized burglary has swept through Cyfaraun. Among these miscreants midgets is Hyacinth Took, as in "Hyacinth took my wallet." Hyacinth has recently picked the pocket of Beorn, a Jutland adventurer with a Prosperous lifestyle. The Judge rolls to see what she's found! First, he rolls for Coinage. A roll of 2d6 and 1d6x10 yields 9gp and 20sp. Next, he rolls 1d2 for the number of Random Items; the result is a 2. He rolls 1d100 twice on the Random Items table. The first roll is a 73, a Tool; the second is 41, an Oddment. On the Tools table, the roll is a 4 x 5 – a pot of paint. The Judge decides this is Jutlandic woad, used as war-paint. On the Oddments table, the roll is an 18, a stone/pebble. The Judge interprets this as a rune-stone carrying a Jutlandic rune. The Judge begins to ponder how he might tie this into the draugr tomb in **Lairs & Encounters**, but Hyacinth actually just throws it all away. She just likes stealing things.

COINAGE

Standard of Living	Loose Change
Wretched	1d3cp
Meager	1d4sp
Adequate	1d4x10cp, 2d6sp
Comfortable	1d2gp, 1d10sp
Prosperous	2d6gp, 1d6x10sp
Affluent	1d3x15gp, d10x15sp
Sumptuous	1d2x100gp, 2d4 ornamental gems*
Luxurious	1d3x30pp, 1d6x100gp, 1d4 gems*, 3d6 ornamental gems*
Lavishly Opulent	2d3x30pp, 2d4x100gp, 2d4 gems*, 1d6x10 ornamental gems*

* To determine ornamentals and gems, see ACKS, pg. 207

RANDOM ITEMS (ROLL 1D100)

D% Roll	Item Type
01-20	Entertainments
21-35	Foodstuffs
36-45	Oddments
46-55	Religious Items
56-65	Texts
66-80	Tools
81-95	Vanities
96-00	Weirdness

ENTERTAINMENTS (ROLL 1D6 X 1D6)

Roll	1-2	3-4	5-6
1	2d6 Marbles	Doll	Shawm
2	1d4+4 Knucklebones	Folding Cloth Game Board & Pieces	Small Wooden Ball
3	Box of Snuff	Pair of Dice	Smoking Pipe
4	Deck of Cards	Pair of Dice, Loaded	Spinning Top
5	Deck of Cards, Marked	Pouch of Pipeweed	Stuffed Fabric Ball
6	Deck of Fortune Cards	Recorder	Whistle

TOOLS (ROLL 1D6 X 1D6)

Roll	1	2	3	4	5	6
1	Ball of Gut	Bottle of Glue	d6 Sticks of Chalk	Padlock	Roll of Gauze	Small Knife
2	Ball of Twine	Chisel	Drop Spindle	Paintbrush	Scissors	Thimble
3	Ball of Resin	1d4 Fish Hooks	Feather Quill	Pin Hammer	Small Candle	Tinderbox
4	Ball of Thread	d6 Lock Picks	Garrote	Pot of Ink	Small Magnifying Lens	Vial of Acid
5	Ball of Wax	3d4 Nails	Jar of Grease	Pot of Paint	Small Metal File	Vial of Oil
6	Ball of Yarn	1d4 Sewing Needles	Key	Pot of Ointment	Small Saw Blade	Vial of Poison

FOODSTUFFS (ROLL 1D6 X 1D6)

Roll	1-2	3-4	5-6
1	2d6 Broad Beans	1d4 Lettuce Leaves	Ham
2	3d8 Peas	2d4 Mushrooms	Leek
3	Apple	3d4 Nuts, e.g. Almonds, Chestnuts	Meat Pasty/Pie, e.g. Kidney, Rabbit
4	Apricot	3d4 Shrimps/Prawns	Mutton
5	Artichoke	d6 Small Radishes	Onion
6	Blood Sausage e.g. Black or White Pudding	d6 Strips of Dried Meat	Packet of Butter
7	Boiled Egg	Flask of Ale	Packet of Flour, e.g. Rye, Wheat
8	Bread Roll	Flask of Brandy	Packet of Grains, e.g. Barley, Rye
9	Bunch of Grapes	Flask of Cider	Packet of Lard
10	Carrot	Flask of Mead	Packet of Salt
11	Cheese, Blue	Flask of Milk	Parsnip
12	Cheese, Soft	Flask of Perry	Pear
13	Chicken Leg	Flask of Rotgut	Plum
14	Cucumber	Flask of Vinegar	Pot of Honey
15	1d6 Asparagus	Flask of Water	Pot of Jam
16	1d4 Cabbage Leaves	Flask of Whiskey	Pot of Pickle/Relish
17	3d4 Candied Nuts, e.g. Chestnuts, Hazelnuts	Flask of Wine	Sausage, e.g. Pork, Venison
18	2d4 Candied Cherries/Ginger Pieces	Fruit Tartlet	Smoked Fish, e.g. Cod, Herring, Trout
19	1d4 Chicken Wings	1d4 Garlic Bulbs	Sprig of Herbs, e.g. Basil, Thyme
20	3d4 Berries, e.g. Cherry, Blackberry, Gooseberry	Ginger Root	Strange Meat, e.g. d6 Snails, Cooked Rat

ODDMENTS (ROLL 1D20)

D20	ITEM
1	Animal Tail, e.g. Fox, Rabbit
2	Attractive Egg
3	Badge
4	Butterfly Wings
5	1d6 Buttons
6	1d6 Claws/Fangs
7	1d4 Feathers
8	1d4 Flowers
9	1d6 Leaves, e.g. Holly, Oak
10	Lock of Hair
11	Lump of Amber
12	Piece of Driftwood
13	Rabbit's Foot
14	Scrap of Cloth
15	Seashell
16	Shard of Crystal
17	Small Animal Skull
18	Stone/Pebble
19	Tuft of Wool
20	Twig, e.g. Mistletoe

RELIGIOUS ITEMS (ROLL 1D10)

D10	ITEM
1	Holy/Unholy Symbol
2	Miniature Prayer Book
3	Necklace of Prayer Beads
4	Prayer Scroll
5	Ritual Scroll
6	Small Bell
7	Small Painted Icon
8	Statuette of Deity
9	Stick of Incense
10	Vial of Holy Water

TEXTS (ROLL 1D12)

D12	ITEM
1	Address
2	Cooking Recipe
3	Diary Entry
4	Directions to Go Somewhere/Do Something
5	Letter To/From Family
6	List of Names, Some Crossed Out
7	Love Letter
8	Political Screed
9	Short Story
10	Spy's Report
11	Title Deed
12	Will

VANITIES (ROLL 1D20)

D20	ITEM
1	2d4 Anise or Fennel Seeds (Breath Fresheners)
2	Bar of Soap
3	Case of Rouge
4	Case of Tooth-Whitening Powder
5	Comb
6	Ear Pick
7	Hairbrush
8	Hair Pin
9	Jar of Lipstick
10	Jar of Skin Cream
11	Mirror
12	Nail File
13	Nail Scissors
14	Pot of Hair Dye
15	Pot of Scented Oil
16	Ribbon
17	Tooth Pick
18	Tube of Kohl
19	Tweezers
20	Vial of Perfume

WEIRDNESS (ROLL 1D12)

D12	ITEM
1	Dead Bug, e.g. Beetle, Cockroach, Spider
2	Dead Small Animal, e.g. Bird, Rat, Toad
3	Ear
4	Eyeball
5	Finger/Toe
6	Hand
7	Heart
8	2d4 Nail Clippings
9	Small Animal Skull, e.g. Crow, Ferret, Squirrel
10	2d4 Teeth
11	Tongue
12	Vial of Blood

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