GameMaster's Guide

HackMaster

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Printed in United States of America.

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Introduction

Greetings Esteemed Colleague!

We've been waiting for you. In the HackMaster equation, you are the most important variable. Why? Because the GameMaster is the backbone of the game. Without you the game is incomplete, a narrative without a storyteller to dramatize the tale, a camera without a director behind the lens, a brilliant score without a conductor. And so on.

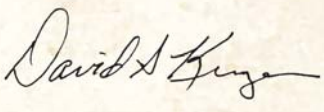
The tome you hold in your hands is the long awaited HackMaster GameMaster's Guide. This book is an indispensable weapon in your arsenal; a must for those with a desire to take up the GM's Shield and referee HackMaster. All things HackMaster are made possible by the secrets contained herein.

As a HackMaster GM you bear an enormous weight and responsibility on your shoulders: judging and running combat, interpreting the actions of your players, creating adventures, world building, assigning experience, keeping track of Honor, and so on. And that's just at the game. Before the game, you are preparing the adventure for the next session(s) and working on your campaign. For many, you also have to get ready to host the game itself, and sadly, most of you fork out your hard-earned cash for the game books and accessories in order to play the game. In addition, you must constantly work at mastering the rules of the game and honing your skills. Like the captain of a ship at sea, you must constantly strive to maintain your game. Clearly, the role of GameMaster is a daunting job by anyone's standards.

But chances are that if you have felt compelled to answer the call, you have the right spirit, drive and determination to rise to the challenge. And fear not! For you are not being sent into the fray unarmed. Armed with this book you are a formidable individual with whom all must reckon. You will gird up your loins, don the armor of confidence that comes with knowing that you are a cut above the run-of-the-mill gamer and proclaim, "The GameMaster is always right!"

As GM, you will be called upon to be the game moderator, judge, jury, oft executioner and even supreme god of your milieu. However, you and the players have an unwritten contract. You cannot use your lopsided power to cause blue lightning bolts to crash from the sky and slay any who displease you, and they will play within the context of their characters' knowledge and not unduly disrupt the game (see Rule 0 and Rule 1 in the HackMaster *Player's Handbook*, page 9). Remember at all times that this is your game…YOUR game. Not mine and certainly not your players', though they share a part in it to be sure. You need to run your game as YOU see fit. You are required to be fair and impartial, but also firm. If you give in to every player whim, however unlikely based on the scenario, they will quickly lose interest in your game and move on to other more challenging endeavors. Remember that players will challenge you and always push for something extra – they're just trying to survive and thrive. This is OK. In fact, you should derive great pleasure from their labors and occasionally even reward them for their efforts. But you are intelligent enough to know that a level head and prudence is required. Never let them bully you into making a decision that makes no sense given the circumstances, or to bend the rules in a way that is always in their favor. Remember, what's good for the goose is good for the gander! The trick is to remain consistent.

Never forget this: you bought this book, you put in the time and effort to run this game and you are brave enough to step out of the shadows and run it in front of everyone involved. Without you, there'd be no game tonight and everyone would be watching reruns of 30 Rock. You are all friends, all equals. But tonight, on this night, during this game, you are more equal than others and your vote is the only one that tallies.



David S. Kenzer
HMGMA# IL10-00000-01

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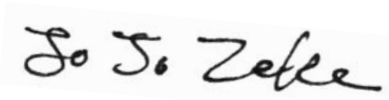
How to Use This Book

This HackMaster GameMaster's Guide contains many new rules and loads of GameMastering advice for you. You should read it when possible, but by no means should you feel that you cannot run a game until you've memorized this book. Such an endeavor would surely prove impossible. If you cannot incorporate all the rules, that's OK. Simply read up on some rules that look of interest to you and your players or cover a situation that happened in the last couple of games. Just implement one or two new rules that you think will help the game. Once you feel comfortable with them, then add another rule or two. In no time, you will have mastered most of the nuances of this game.

These rules are not designed to cover every possible situation or scenario that arises during play. Since HackMaster is essentially a simulation of the lives of a world of characters, it would be completely impossible to create such a simulation, even with a supercomputer. These rules are guidelines, a framework that covers the vast majority of situations so that you can run your game. If something happens at the table that is either not covered by the rules or for which you do not know the rule, simply briefly consider the circumstances and make a ruling right there. You are the Master of the Game and it is your job to make snap judgment calls during play. Do not fret if you err, just make the best ruling you can make given the facts before you and move on. Later, you can look up the rule and see if you got it right and perhaps add the official rule to the next game.

Finally, and perhaps most importantly, these rules are simply guidelines by which you run your game. If anything in this book displeases you, just change it and move on. In time you may realize that the rule worked better as written, but perhaps not. Clearly, you purchased this book, so you use it as you need to have fun gaming. That's what HackMaster is all about: having fun gaming with your friends.

Fame Rub Signatures



Have game designers and other "lucky" notables sign their autographs here. That way they'll always be handy for emergency dice purgings and luck charging.

Note: To charge a die to roll higher numbers you should stroke the die left to right. For lower numbers stroke right to left. Fame rubs can be used to prime new dice and many game designers at conventions and store signings are more than glad to oblige fans. As a rule of thumb you should do a minimum of six swipes of the die across the signature (but no more than ten as that can sometimes have the opposite effect of what is desired). To get you started we've added two facsimile signatures of Jo Jo Zeke and Gary Jackson. They'll only be 32% as effective as an original signature but they could come in handy in an emergency.

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Your First Time Behind the Screen

So, you've played HackMaster as a player and by now you know the basics. If you're reading this, then you've probably decided to take it to the next level and give being a Game Master a shot. Bully for you! Congratulations! We salute you! You are about to join an elite group of men and women who make the world of HackMaster go round. Without GMs, there would be no HackMaster and the world would be poorer for it. The world needs GMs to spread the word about the game and introduce more people to this most excellent hobby. By becoming a Game Master, you're in the ideal position to introduce your friends and acquaintances to what we believe to be not only a superior gaming system but also a fantastic way to have fun.

Depending on your situation, you may be stepping up to the GM screen of your own volition or you may be trying out GMing to allow your own overworked GM to take a break and experience some down time as a player. Splitting GM duties is a great way to share the load of preparing and running games. Regardless of your motivations, your first time behind the screen can be a little intimidating. You may be having thoughts such as, "am I going to do this right?" or "do I have the chops to make this happen?" Merely by showing the gusto to even take the first steps into GMing proves that you already have all the chops you could need. This book is here to encourage you to take the leap and do it. Will you make mistakes? Sure. We all did. No GM is totally perfect no matter how many years (or decades) of experience he may have. Fear of failure is no reason to deny yourself this golden opportunity to facilitate great roleplaying and great gaming.

The first thing that intimidates most people is thinking that they need to come straight out of the gate running games like an experienced GM. You don't. If your players aren't complete jerks they will recognize that this is a new experience for you and will then fall into their role as players with a first time GM. This means that most likely they will be extra patient and let you take things at your own measured pace with the knowledge that you are trying to run a fun game for them and doing your best. If not, remind them of this fact. Having another GM at the table to work as a sort of mentor is a fantastic resource not too unlike having a co-pilot to help guide you through what can be a slightly awkward experience for some.

Preparation: Don't think you need to have a verbatim knowledge of every single rule and their exceptions in order to run a game. Extensive knowledge of the rules will come with time and experience. Truth be told, it is not even close to the most important skill a GM must have. What's important is to have a novel idea and an interesting story to tell. A lame, cookie-cutter dungeon crawl run by a boring, monotone, albeit very knowledgeable GM will never be fun no matter how many rules he can quote. Don't feel compelled to sweat the details. If need be, it's perfectly fine to use an abbreviated set of the rules (such as those in HackMaster Basic) and add on more advanced rules as you become more comfortable with GMing. The rules are there to help you facilitate the game first and to give the players more options second. If they're good players then they'll understand. If they don't, then maybe you shouldn't be playing with them in the first place. As far as familiarity with the rules goes, at the very least you should have knowledge of the same basic rules that a player does. This means knowing the basics of combat or other actions you would take if you were simply running a single PC. If you already have this knowledge

of how to run a PC then voila! You are already able to run a basic battle with NPCs. This may sound challenging, but most of the time the monsters will all be identical, and all go on the same count. In reality, running an individual monster is far easier than running an individual PC—which you are already capable of doing. So, really, this shouldn't be any sort of a challenge to you at all.

The Rules: After knowing the basics of how to run combat, everything else is gravy. All you really need to know is where stuff is located in the book so that you can look it up. A lot of people don't know this, but even the best engineers don't have encyclopedic knowledge of their own field, but rather they have the means to look it up. As you've already looked things up while playing the game as a PC, then you already have this skill.

Your first dungeon: We recommend that you get a prepared module to run your first few scenarios. These products are designed to assist you in running the adventure by giving guidance to the GM with ready references on what skills checks need to be made, descriptive text, pre-made NPCs, and other benefits. The adventures are already populated with appropriate foes and have had their overall difficulty balanced for the suggested character level. Using a prepared adventure takes a lot of the weight off your shoulders in terms of time spent in preparation. There are a number of low cost or free adventures available on the Kenzer and Company website to download and play.

Playing your first game: Be confident. As GM you are the one in charge. *It's your game* – not your players' game and not our game. *Your game*. Make of it what you will. The role of GM is really about being a referee and making judgment calls. Your calls are what set the boundaries of the world and that's really the most important skill you will develop as a game master. Be confident and don't be afraid to make a mistake. It happens. It will happen. Move on and get to the next encounter. As you GM, you will find that it is more of an art than a science. All the seeming complexity aside, the rules only exist in order to assist you in making the aforementioned referee calls. They aren't and shouldn't be a hindrance to your creativity or your flexibility. If you want to look at it one way, the rules are your craftsmen's tools, but you are the artisan. If you stray from the rules or make an error, but everyone enjoys the game then *you've succeeded*. Relax, have fun, and your players will have fun too.

Advice for Game Masters of all Stripes

1) ***Look it up***. You don't need to know every rule off the top of your head. The core rulebooks are there to be a reference source-- so use them! No one should expect a GM to have every rule memorized. If there's a rules related question at the table, then look it up and bookmark that section for easy reference later. Try to limit rule discussion to no more than three minutes.

2) ***Be consistent***. If you make a call or ruling as GM, then stick with it. A GM who flip-flops often will quickly garner the ire and mistrust of his players.

3) ***Do your homework***. If you know that your PCs are going to be facing mounted opponents, make sure you familiarize yourself with mounted combat rules before the game starts. If you know they'll need to swim across a rushing river, then review the swimming (and drowning) rules. There's nothing wrong with looking things up during the game, but it can really bog things down if you need to do it too often.

4) ***Make players do their homework***. Players are responsible for knowing how the basic mechanics of combat and their class abilities work (this counts double for magic users). If you have a large group of inexperienced players (or players who haven't played in a long time), it may be a good idea to run an "introductory session" with small groups of players in order learn or review these basics before you begin full gameplay. Having a table full of people all asking you how to do basic actions will slow down your game and leave you stressed out.

5) ***Prepare your notes***. Unless you're a GM that likes to completely improvise original content (and there are few that can do it competently), then you're going to want to prepare a basic outline of your night's adventure. Some GMs write episodic adventures, where each night of gameplay is a self-contained narrative. Others simply let their stories progress naturally, stopping only when it gets too late at night rather than when their players reach a specific goal or point in the narrative. Most do a combination of both. If you take the latter approach, then you should always prepare enough content for one and a half nights' worth of adventuring. Having extra content prepared means you won't be caught off guard if the players breeze through your "impossible" puzzle or find a way around an "insurmountable" barrier or if great dice rolls let them steamroll what you thought was going to be a tough fight. Make the effort to include scenarios that test the skills of the characters your players have created. If you have a thief who's good at climbing, put something up high for him to climb to and get. If you've got a charismatic talker, put in NPCs for him to schmooze up. If you've got a burly tough guy, find a moment where his strength could play a pivotal role (like holding up a falling portcullis or bracing a door against a group of enemies). Try to put in these nods to your players' abilities when applicable and your players will have a lot of fun, but if you overdo it then it can seem like pandering or favoritism.

House Rules:
The rules are nearly perfect as-is, but if you have the urge to make some changes, you bought the game and it's your campaign …so go for it!

6) ***Strike a balance between order and chaos***. You can prepare all the notes in the world and have a totally lackluster game. Some of the most fun and memorable moments of your games will be something you come up with on the fly. Having a general outline of the adventure and specific statistics for monsters or traps already prepared before you start playing will free up your brain power to improvise scenarios or characters you would have never thought of sitting by yourself. Always keep some paper on hand to record these ideas.

7) ***Engage in organic storytelling***. A believable setting is more like a sandbox than a railroad. A railroad takes you from one point to another on predetermined, rigid paths that can't be deviated from without wrecking the train. A sandbox is a place where you can use available materials to build any kind of sandcastle you want, knock it down, and build a better one-- or do something entirely different. Be adaptable and expect the unexpected. Players have a knack for throwing monkey wrenches in even the best laid GM plans. Try not to write stories that are completely dependent on one element to move forward. If you find yourself thinking "they have to do this or it all falls apart" or "if they don't find that item, then everything is ruined" then you're probably painting yourself into a corner. Let the players help you move the story forward by creating set pieces and scenarios for them to interact with and then use your common sense to figure out how these interactions will affect change in your setting. If your players decide not to raid the bandit camp you set up, then maybe the bandits grow bolder in their raids on surrounding towns. If players decide they want to go around killing off NPCs, then maybe bounty hunters come looking for them. If players decide not to kill the evil mage, but to rehabilitate him, then maybe he genuinely recants his ways (or just bides his time). Encourage players to create back-stories for their characters in order to give themselves more personality, clear motivations, and defined morals. Let them be a force of change in your setting.

8) ***Role Play***. Good GMs write interesting NPCs, Great GMs *become* interesting NPCs. If the GM doesn't commit to role-playing, then the players won't either. You don't need to be a great actor to GM well, but you do need to make an effort. Put on a hammy accent when you portray the greedy merchant, growl and make guttural noises when you're the bugbear chief, smile evilly as the black-robed cult leader. Try to give each person or creature you portray one character trait to make them memorable to players. Players remember NPCs that they've had interesting interactions with far better than NPCs which they've simply been told are "cool" or "funny." Show-- don't tell.

9) ***Manipulate your players' emotions***. Getting your players emotionally involved with your setting always leads to better and more intense gameplay. If you encourage your players to create nuanced characters with even slightly developed backgrounds, they will give you the emotional levers with which to involve them in your game. If they support an abolitionist cause, put slaves in your game world to be freed. If their character is afraid of public speaking, then manipulate events to get them in front of a crowd. If they hate spiders – *put spiders in your game!* An excellent way to get your players emotionally invested in the world is to put the (imaginary) characters they hold dear in danger. Players will fight harder and more passionately to save their character's beloved dog than they will to save a previously unmet prince no matter how much you incentivize it with treasure. If your characters like an NPC you've created, make it clear that failing to complete the adventure set before them will mean that character will be put in harm's way or even be killed. If a villain seems to strike a chord with your players, try to let him get away so that the players can then track him down. Recurring villains are always the players' favorite enemies. Give them theme songs, or calling cards, or other thematic elements. You'll know you've succeeded in creating a great recurring villain if your players visibly bristle at the mention of their name.

10) ***Have Fun***. If you're not having fun at the table, your players will pick up on it. Write adventures that you would want to play in yourself. If you ignore all of the above suggestions and your group has a good time anyway, *then you're doing it right*. At the end of they day, playing HackMaster is about having fun with your friends and making up stories, so go out there and tell one!

"WINGING" IT

At some point in your GM career, you will be at the table and realize that you are completely unprepared. Maybe the players have moved into an area that you have not yet detailed or perhaps have come to the end of your preparations earlier than expected. In this case, you can either end the game for the evening or wing it. If it's still early in the session, you'll probably opt for or be coerced into the latter.

Going unplanned and 'winging' the action can be a daunting task for some GMs (if you love to prepare every detail, then this is you). The key to successfully winging it is to let go and allow the players to drive the action. Don't be afraid to let them have their way. Go with the flow and see where they take you. You will be fine if you simply have any NPCs encountered behave in a likely fashion based on their profession and maybe a personality trait or two that you devise on the spot. Just use logic and have the NPCs respond however it makes sense. To spice things up, throw in a mouthy NPC to challenge the players. Such an NPC will often become a recurring villain or competitor to the players,

particularly if they have no means to defeat or fail to one-up the non-player character. Examples include the sassy bar wench, the insulting minstrel, a condescending and rude guard, the child pick-pocket, the prisoner that won't talk or give in, a verbally abusive old crone, and so-on. When all else fails, ambush them with some basic, low-yield monsters (humanoids are great for this as they are well-defined and easy for you to judge strength relative to the party). Such an encounter may take time, including interrogation and eventual incarceration of prisoners, a possible search for a lair, division of spoils and so-on.

Railroading

Players in fantasy games like to feel in-control. What they really universally hate is when the GM places them on a single choice route and makes them follow it. Such a game plays more like the GM reading a novel and the players listening on. HackMaster is a game, and the players want to play. Therefore, it's important to make the players feel like they have choices. This potentially adds a burden to the GM to provide a lot of choices, potentially even unlimited choices. Since most of us don't have the time to create such an environment, my advice is to only provide the *appearance* of choice such that the players *feel* in control. For example, let's say you have just spent a month creating a dungeon for the players to explore and that's all you have prepared. Rather than read a long background and tell them they are going into the dungeon, try letting them roleplay in a nearby village where they hear three-four different rumors that are unrelated completely.Have whichever one they pick to follow lead to the dungeon you have prepared. The other three can be false or lead somewhere that you can prepare later. Here, you get the same result, but the players think that they had several choices and picked their own destiny. Ideally, though, you should strive to provide 3-4 bona fide adventure hooks at any given time. Only use the 'all hooks lead to my dungeon' method when you are in truly dire straits; hit that drug too often and your players will begin to see through it.

A corollary to the railroad is the intractable problem. When you design your adventures, it's best not to force only one possible solution on the players. If you require only one possible solution and the players cannot solve it or somehow miss it, you will all be sitting around the table bored. This is not fun for anyone, you included. Thus, allow for and provide multiple solutions to all vexing issues. Even if it is a key/lock scenario, allow multiple ways of attaining the key. Ideally, the several solutions to an adventure or campaign problem will not be equal. That is, one may or should be a better solution than the others. The players may even know this and feel somewhat defeated by solving with a lesser solution, but at least they can complete their quest.

Sporadic Attendance of Gaming Sessions

It is not uncommon that a particular player has trouble making it to your game on a consistent basis. Other players may also have unexpected commitments rear up in the days preceding a planned gaming session. Either way, these planned or unplanned absences can be problematic.

If the adventure picks up from a safe zone — either "in town" or at a campsite, rest area or other relatively secure haven — the most expeditious thing to do is to have the absent player's character remain behind either recuperating (or carousing) in town or, if in the field, "watching the horses", "guarding the baggage" or "securing the perimeter". The principal downside to this is when the party cannot return to the safe zone at the conclusion of the night's adventure and picks up where they left off next game session.

Should the absent players attend the next game, it is best to simply state that they grew concerned (or bored) and sought out their dungeoneering fellows (ignoring interim possibilities of getting lost or encountering foes on their own). Yes, it's a "hand wave" but the alternative of running a parallel game session for the returning player(s) until such time as they locate the rest of the party is worse. If the players were in the midst of a battle when time was previously called, you may wish to wrap that combat up before allowing the missing PC to reappear.

If, however, the prior session concluded "in situ" (i.e. in the midst of a dungeon crawl), you may be compelled to have the absent player's character act as an NPC during the current game. Running this NPC should not be your responsibility as GM. You have enough to manage without this added burden. If someone cannot make it to the game, it is their responsibility to designate a temporary custodian of their character. Your only task should be to circumspectly monitor custodial control to ensure that suicidal or flagrantly out of character actions are not being proposed by the character's temporary manager. While in NPC status, the character may earn experience but receives no honor whatsoever for the game session.

Enhancing Table Ambiance

GMs are storytellers at heart, it's true. But, the stories they tell differ from those of other storytellers because of the participatory nature of roleplaying games. Getting people into the mood to not only hear a story, but to also help act it out themselves can be helped along by good table ambiance. The following suggestions are meant to be low cost, simple ways to improve the ambiance at your gaming table.

At the movies, the moment when the house lights dim and the chatter dies down just before things get started is a powerful one because you can tell that everyone in the audience is ready to experience a story and focus in their collective attention. What about a campfire story? The flickering light makes shadows loom and the world of the spooky and fantastic seems just that much more plausible. Now try to imagine those situations under fluorescent overhead lighting. It isn't the same.

Dimming the lights at your game is an easy way to unconsciously put people in the mood for a story. You could try lighting candles or (if you can't have an open flame in the space) diffusing the light cast by electric lamps by draping colored cloth over its lampshade (of course, don't put a cloth over a bare light bulb and burn your house down). When you're taking a break from the game, bring the house lights back up. This can be a simple way to distinguish between "game time" and "intermission." It goes without saying, of course, that you shouldn't dim the lights so much that your players can't read their own character sheets.

Most GMs use miniatures and maps during their games to serve as visual aids. While maps can be easily reproduced or hand drawn, miniatures are a different matter. Undoubtedly, the best options for miniatures at the table are painted miniatures of plastic, lead, or pewter. These minis add a lot of character to a game and allow you to easily distinguish between characters and NPCs because, well, they actually look like them. The downside of painted minis is that they're not always an affordable or particularly durable option for GMs playing on a budget. If you can afford to pick up a few minis, it's recommended that you have a few in stock to be used by your players or that you buy a handful to represent commonly encountered enemies or NPCs in your campaign (such as orcs, goblins, guards, bandits, etc.). Avoid buying expensive monster minis that you might only use once. Encourage your players to provide their own minis to represent their PCs. This not only helps take any financial burdens off your shoulders, but players generally enjoy shopping for the "perfect mini" to represent their character.

Vintage toys, railroad miniatures, or even diorama sets make excellent alternatives to professionally made minis. Generally small and made of hard plastic or rubber, these items can readily be bought for much lower prices than their "RPG miniature" counterparts. Model train figurines can be substituted for all sorts of townsfolk, but tend to run small (ideal for gnomes or halflings) whereas vintage toys usually run a bit large (but make for intimidating giants or dire animals). Toy robots can make great stand-ins for golems, while toy animals are sometimes perfectly scaled to represent normal sized versions of themselves.

Around Halloween, it's easy to find swarms of plastic spiders of many different sizes along with headstones, webbing, bones, and other creepy accoutrements. Christmastime furnishes an eagle eyed GM with everything he needs to make a snowy evergreen forest. The internet is chock-full of papercraft PDF files that are ideally suited to the manufacture of lightweight, easily replaceable buildings which can add a three dimensional flair to your session. Always keep an eye out at flea markets, vintage shops, and hobby stores for these sorts of inexpensive alternatives to mass-mini purchasing.

If you don't have the resources in your area to go scouring for those sorts of items, then a cheap alternative can be bottle caps. Bottle caps have unique logos and can be turned upside down to indicate that they are "dead" or otherwise incapacitated. Because most bottled goods come in packs, it's easy to build up a set of identical caps, which can be used to represent different species or groups (that group of red bottle caps over there are goblins archers, while these blue ones up front are their infantry). A big advantage of both bottle caps and plastic toys is their extreme durability.

Some of the best stories told today are films. Many of the most memorable and beloved films have one thing in common: a great score or soundtrack. Simply humming these tunes elicit memories of the story they accompany. So, it's no surprise that when it comes to enhancing table ambiance, perhaps nothing is more effective than a good soundtrack. Every GM should take advantage of the power of music to not only make your game more memorable, but to effectively manipulate the emotions of your players.

Simply having a large collection of music at hand and letting it roll is one way to add ambiance, but you may find yourself at a loss for words when a rousing lute solo and the sounds of a crowded tavern accompany your description of a gloomy tunnel. The easiest way to effectively utilize music in your game is by the creation of playlists tailored to specific situations, or emotions you want to elicit. By taking the time to find appropriate music and sounds from films, instrumental albums, or field recordings (such as the sounds of a crowded room or a thunderstorm) you can really set the stage for your game.

For example, a playlist entitled "battle music" could contain military drums, heavy metal music, or war film soundtracks depending on your tastes. Conversely, a playlist called "magic" could contain eerie or mysterious tracks from science fiction or fantasy films, experimental music, or other unusual songs. It goes without saying that some of the most emotionally manipulative soundtracks are those used in horror films to build tension or express terror. Use the eerie sounds of these films to put your players in a state of

nervousness when you put on a playlist labeled "spooky." You'll be surprised how well it works. Particular tracks, if played consistently when players find treasure, confront powerful monsters, or achieve victory can elicit strong Pavlovian responses from them. If you manage to develop such responsiveness in your players, you can use these tracks to immediately change the atmosphere around the table with the click of a button.

Introducing Non-Crunch Players to the Game

So, you've got a friend who's thought about trying out HackMaster, but seems reticent to take the plunge. You may hear them say things like, "I don't know how to play RPGs" "I don't think I would like doing all that math" or "I'm going to be really bad at it." For people who have never played tabletop RPGs before, first introductions can be confusing, awkward, or (worst of all) not fun. However, by putting things in context and giving clear instructions, you can help a brand new player integrate easily into your group.

To understand the mindset of the new player joining your game, it's helpful to take a step back and examine what their previous experiences with gaming were before coming to your table. Older gamers (those near to or over fifty) most likely had their first gaming experiences playing wargames. Wargames tend to be fairly complex and the rules governing them are extremely detailed. Younger players (those near to or under thirty) most likely had their first experiences gaming playing video or computer games and might not even know what Avalon Hill is. The rules of video games, of course, are many times more complex than those of war games. As complex as they may be, however, they are automated and remain largely unseen by their players who may not even be cognizant of the intricate mathematics underlying the games' structure.

Whatever their background, players tend to fall somewhere on the spectrum from "crunch" (rules focused) to "fluff" (roleplay focused) when it comes to their approach to tabletop gaming. Players who lean more towards crunch tend to be more comfortable with the "crunchy" conventions already used in HackMaster. These players will have no problem approaching and learning the rules of the game, but sometimes have a tendency to miss the forest through the trees and get a little too focused on the rules rather than playing the game. Players who seem disinclined to try Hackmaster because of its perceived complexity may be coming from a background in video games where player avatars have a limited set of actions and choices, or may have no experience with RPGs of any stripe whatsoever. As GM, it is your solemn duty to aid these new players in learning the game in an open, fun, and non-intimidating environment.

To allay the worries of a new player, it's important to alter the language you use when describing the functions of the game. RPGs are heavily laden with technical jargon that necessarily becomes second nature to the people who play them for a long enough time. To players unused to this terminology, however, the discussion of skill checks, failed saving throws, thresholds of pain, d12s, morale modifiers, spell failure, critical fumbles, and other topics is, well, pretty dense. Speak to a new player in normal, human language about what's happening in the game and why it's happening. It's the GM's responsibility to act as a translator for players new to the game until they get used to the multitudes of new terms. Don't say "You fail your defense roll and take five damage." Instead, put things in context by telling your player "the bandit is too fast for you. He bypasses your shield and slashes you with his dagger. Your character suffers a five point wound." You may still have to show the new player where to record the five point wound and remind him to factor in his damage resistance from whatever armor he may be wearing, but at least he knows why his character is taking damage.

Players new to tabletop RPGs in general may be at a loss as to what they can do in the game. Most other board or video games have a fairly limited number of actions you can make and even then you're usually only allowed to do them on your turn. The freeform nature of RPGs is such that players have an almost unlimited number of things they can try depending on the situation. This level of creative freedom can be potentially nerve-wracking for a new player. If the player does seem nervous to try anything, just ask them "what do you want to do?" without using any RPG jargon.

As GM, you know that there are rules governing lots of different actions in HackMaster and that they have very specific terminology to go along with them. Avoid discussing that unless totally necessary. Instead, just talk through whatever it is the player is trying to do with normal language. If a player tells you "I want to go to a bar" then describe them finding a tavern and what it looks like. Let the player explore and get comfortable interacting with the made up world you're running. It's only when a new player does something potentially confrontational or dangerous that the rules should come into play.

Let's say that same player decides they want to steal from one of the tavern's patrons. The wrong thing to do is to tell them not to do it. Instead, let them know that they'll need to roll two dice (two d10s for a pickpocket check) and warn them that if they fail the roll, they could be caught stealing. Also, let them know that there could be the same consequences (or worse) for being caught stealing as there would be in real life.

This lets the player know that the game world is governed by most of the same rules of cause and effect as the real world. Once players understand this important point, then they should have an easier time deciding what they want to do and if it's worth taking the risk. If a player wants to try something ridiculous or unusual, then let them try, but stay consistent with believable cause and effect. For example, if a player decides he wants to jump up on a table in a rowdy bar and sing a song (and if he does a good job of it) have the patrons roar with applause or buy him a free drink or two, but don't have them be so impressed they offer him their firstborn. If he does poorly, have them pelt him with peanut shells or boo him offstage, but don't have them shank him in an alleyway. If he does the same thing in a fancy restaurant, have the manager come to escort him out, regardless of how good his playing may have been. When in doubt, try to use common sense and ask yourself, "what would happen if someone did this in real life?"

This approach to teaching the game stresses incremental mastery of the rules, but also puts a lot of responsibility in the hands of the GM to translate for new players. If you yourself are uncomfortable with the seeming mathematical complexity of the rules—don't worry! Some great GMs have a poor command of mathematics and at one time were concerned that they could never GM a game because of the math. The truth is that the rules have already done all the work for you and that the mathematical duties of the GM and players rarely extend beyond simple addition and subtraction. Determining the results of skill checks, attack rolls, defense rolls, and almost everything else is just rolling a die and adding a number to it when all is said and done. If the language of the game seems to sometimes be stilted or technical, realize that this is a necessary complication as rules that are written in an open ended, sloppy way can easily be abused or misconstrued by those who play only to the letter of the rules and not to their spirit.

If you approach the introduction of new players with common sense, plain language, and establish consistent rules of cause and effect, then your new players will quickly learn that the logic of the game world is largely analogous to that of the real world, but abstracted. Guide them through what check or roll they need to make when they need to make it and soon enough you won't even have to prompt them anymore. When that happens, they'll no longer be "new players," but will be fully integrated members of the group.

Introducing Players from Other RPG Systems

HackMaster is only one of a multitude of role playing games out in the world. If you're GMing HackMaster, then chances are you have at least one friend who has had some experience playing tabletop RPGs. Some people can be reluctant to try out a different game system, while others chomp at the bit for the chance to check out new things. Two of the more commonly played RPGs today are Dungeons and Dragons and Pathfinder. At their core, HackMaster and these two systems function on largely the same logic and so the transition to HackMaster can be fairly easy in most ways. The mental leap from rolling a d20 to determine the outcomes of attacks to using a d20 to determine attack and defense rolls is not a hard one to make. There are a few key areas, however, where HackMaster and the other two systems do differ considerably. Players more familiar with D&D and Pathfinder may find the following differences between those games and HackMaster troublesome at first, before they grow accustomed to the new system. What follows is meant to be a GM aid in transitioning players from D&D and Pathfinder to playing HackMaster.

Perhaps the biggest difference between the different systems is the rate of progression through character levels. Even at first level, players in Pathfinder and D&D stand head and shoulders above your run of the mill NPC. These players can expect to progress fairly rapidly through their character levels and achieve large amounts of power and wealth relative to the world around them. By contrast, first level PCs in HackMaster are usually little stronger than the townsfolk around them and only through arduous work and luck will they claw their way out of poverty and obscurity to become celebrated heroes or notorious villains. The speed of progression is essentially half or a quarter as fast as it is in Pathfinder or D&D, meaning that all players will spend a much longer amount of time in a comparatively low level of power. HackMaster characters are self-contained stories of struggle. Nothing will come easy to a HackMaster PC, but every little victory he wins is that much more satisfying. Encounters that could quickly become blasé for a more powered up D&D or Pathfinder team are life and death struggles for a HackMaster group.

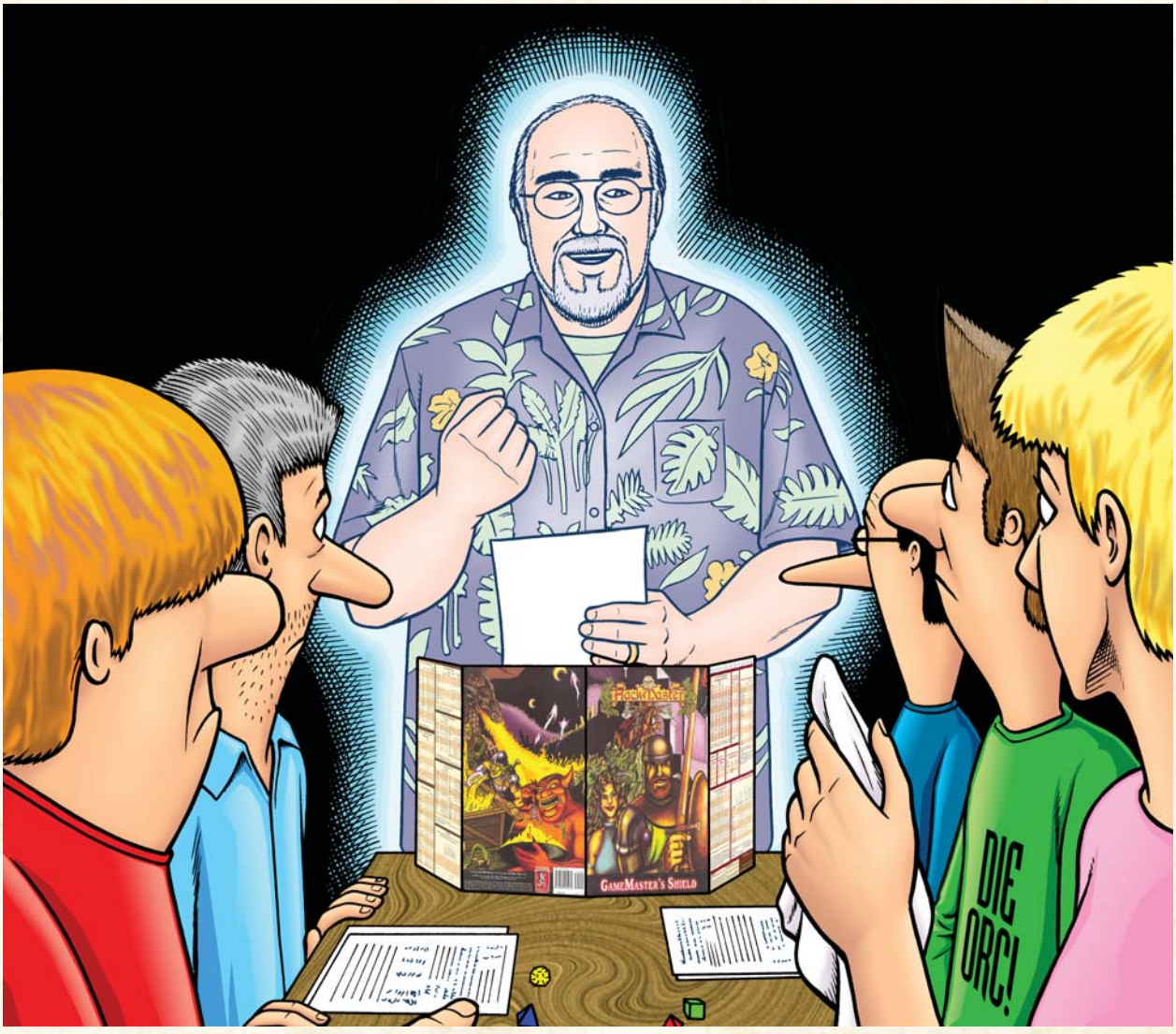
Because of the greater danger posed to PCs in HackMaster, there is a great deal less room for error in the game and tactical blunders are more readily exploited by the enemy. In Pathfinder and D&D, the usually ubiquitous presence of powerful healers in a party means that it is possible to sustain large amounts of damage and be healed fully either immediately after combat or even during combat. That luxury is not present in HackMaster. Even the most powerful curative spells in HackMaster heal few hit points when compared to those available in D&D and Pathfinder. Wounds sustained in HackMaster are potentially crippling and difficult to heal, usually taking long bed

rest on top of curative spells to help the process along. The result is that, again, every decision you make in HackMaster carries a greater tactical weight to it and overextending yourself in combat can lead to a quick death.

Combat is the area of the game where the differences between the systems are the most evident. In D&D and Pathfinder, combat is handled by rolling initiative to see what order characters and monsters get to act in. One round of combat ends when everyone has gotten to take their turn around the table. Each turn allows a character to take either a move and standard action or one full round action. This leads to long stretches of combat where there is no action a PC can take until his turn comes up again (other than to passively wait). HackMaster battles are not structured in rounds and turns, but in seconds. The GM progresses the battle second by second and many actions are taken simultaneously. In HackMaster, after your initiative comes up you can do something every second of the battle. There is always an action for a PC to take and tactical repositioning becomes very important. Players who see that they're about to become surrounded can move immediately to withdraw from combat to a safer location. PCs who see a friend in danger can change course to aid them. Because of the second by second nature of HackMaster combat, the battlefield becomes very fluid place, where situations can change quickly.

Attack and defense are handled differently in HackMaster as well. Instead of having a static AC rating, a defender instead rolls his defense much in the same way an attacker rolls his attack. If the attacker exceeds the defender's roll, then his attack hits him. If it's the reverse, then the attack misses. So, even if a PC rolls low on his attack, his enemy may also roll low on his defense. This partially eliminates the exasperation PCs feel when they've waited a whole round to get a chance to attack a monster and then roll a number they know is below their enemy's fixed Armor Class. Because the enemy is also rolling, they are both at the mercy of the dice.

This simple change fundamentally changes the pacing and predictability of battles. Instead of positioning and shield use meaning only the relatively paltry difference of a +2 to an enemy's attack or a +1 to its AC, they can instead significantly alter the



Recruiting new players: The most accessible thing to do is to teach your friend (and friends of friends) to play. If that's untenable, you may wish to check out the gaming club at a local college or visit a nearby hobby store. Players always outnumber GMs and there's bound to be more than a few potential players waiting for you to show up and let them know what you have to offer. You may also consider playing online via any of the popular virtual battleboard services that facilitate tabletop role-play such as Roll20.

progression of combat. Consider shield use for instance, if a defender is using a shield and his defense roll only exceeds the attacker's roll by 10 or less, then his shield is struck and he takes reduced damage. Conversely, deciding not to use a shield means that if your defense roll exceeds the attackers roll by any amount, then you'll dodge his attack, but by forgoing a shield you would take a -4 to all your defense rolls (and forgo the sizeable defense bonus the shield adds). This isn't the place to go into the full specifics of HackMaster combat, suffice to say that it is designed to be fundamentally deeper and more tactically complex than combat found in other games. There is no ideal build and there are multiple ways to make a character effective in combat.

Skills in Pathfinder and D&D work through buying "ranks" in a particular skill with skill points. The number of ranks you can buy is capped depending on how high level you are and your total score in the skill is modified by one of your six core ability scores. There are class skills where each rank purchased costs only one skill point and there are cross class skills where it costs double. The number of skill points you get to spend each level is based on your class and intelligence. As a result, skill progression in these games is very predictable and simple to map out. You could conceivably sit down and plan out what skill points you want to invest in which skill from levels one to twenty and be totally correct. In HackMaster, skill progression is never predictable as a character purchases rolls of a mastery die with build points instead of purchasing static ranks. Because mastery dice rolls are penetrating rolls, a character could experience an unexpected windfall of skill mastery from a relatively small investment. However, mastery dice function with diminishing returns, meaning that achieving true mastery is quite difficult. It would be impossible for a HackMaster character to know exactly what his skills will look like in even one level.

Skills aren't a given in HackMaster like they are in D&D and Pathfinder, where you always receive skill points upon leveling up. In HackMaster you receive fifteen building points (BPs) every level that you can allocate to weapon specializations, ability score boosts, skill mastery, or other attributes. This means that players need to make a cost benefit analysis as whether it's worth it to invest in advancing their skills. I say "invest in advancing their skills" because there is no guarantee that a PC will get their bps' worth for buying a roll of a skill mastery die. If a PC is rolling a d12p for their mastery die, they could get one point or they could penetrate on the die roll and get more than they bargained for (I myself once ended up with twenty five points from a single roll).

More general skills tend to be cheaper to purchase (such as fire building or observation), whereas specialized skills like Divine Lore are quite expensive. Certain classes, like thieves, mages, and clerics, receive free mastery rolls in many of these more specialized skills upon leveling up. This means that, unlike D&D and Pathfinder where PCs with enough skill points can ostensibly achieve great skill in whatever they want (with comparatively little regard to class), in HackMaster many skills are more specific to the classes they are traditionally associated with. HackMaster PCs end up being more specialized and more reliant on teamwork to be successful as no one character build can be designed to fill all party roles.

Most of the skills of HackMaster have their equivalents in Pathfinder and D&D. One notable omission that most players making the transition to HackMaster seem to notice right away is that of Sense Motive. HackMaster doesn't use Sense Motive or any equivalent because it takes away from characterization of NPCs and reduces nuance in social interactions. Players in HackMaster need to use their own reasoning to tell if an NPC is untrustworthy or dangerous, not be told so by a skill check.

Table Culture and How to Deal with Disruptive Players

GMs all eventually have to deal with problematic players. Whether they're constantly disputing the GM's rulings, not paying attention, or even trying to actively ruin other peoples' experiences, these players can suck the fun out a gaming session.

The point of tabletop roleplaying games is to have fun in a social setting. Every gaming group has to decide for themselves what constitutes "fun" and what constitutes "un-fun." Generally, groups tend to organically develop their own "culture" at their table over time. Table culture defines what is considered appropriate and inappropriate behavior and can take on different forms from something as casual as an unspoken code of conduct to something well defined like a set of written rules, depending on the tastes of the group. The sorts of interactions most defined by table culture usually concern things like how to divide treasure, the ways in which it is generally acceptable to treat NPCs, and player interaction.

There is no "right" or "wrong" play style. Where one group might favor a kick in the door, survival of the fittest mentality another group may prefer to use violence only as a last resort and instead focus on diplomatic means to solve their problems. Most groups do a little of both according to the situation. As long as everyone in the group is more or less on the same page, then things tend to progress smoothly. When a player violates the table culture of the group and begins to make the game un-fun for others, however, problems arise. Examples of violating a group's social contract include: killing NPCs against the wishes of the rest of the group, monopolizing the GM's time with incessant

questions or arguments, haranguing other players for killing foes in a pro-combat group, a player who steals from his allies in a group where player on player theft is considered taboo, a player who refuses to divide treasure in a group-approved way, etc. A player who actively tries to cause grief for other players or inhibit gameplay because "it's what his character would do" should cease this trollish behavior. These players use the veneer of role-playing as an excuse to selfishly harass other players for their own satisfaction and should not be welcome at the table.

Good competition between players is when players respectfully push each other to be the best that they can be. Players are going to have disagreements with one another—it's human nature. It's important to remember that nobody is right all the time and no two people are totally alike. Disagreements between players can stimulate interesting dialogue within the group and can be great exercises in role-playing. Players can argue with each other respectfully, or even disrespectfully if they're both in on the joke and it doesn't monopolize game time.

Groups develop different ways to handle player on player conflicts. Some mediate through non-lethal duels, tests of skill, democratic voting, rolling a die to decide in favor of one player or another, or politely agreeing to disagree. Sometimes the best thing to do when faced with two completely intractable players is to encourage them to make a compromise that neither is totally fine with. If both are willing to sacrifice a little of what they want in order for the game to progress, then you can consider this a success. Arguments between players become problematic when real world insults get thrown, real world feelings get hurt, or real world fun is not had. When in doubt, follow the Golden Rule and be an adult.

Sometimes a player doesn't have any problems interacting with the other players, but instead seems to be unable to accept anything the GM says as competent. He finds the need to dispute calls for skill checks, difficulty levels, monster stats, or really anything you decide to do. Remember, you are the GM—not him. You are in charge—not him. A good GM knows when to say "no" and more often than not, you will end up saying "no, absolutely not" when it comes to a disruptive player. This is a social game that necessitates the use of basic social skills and mores. If these basic tenets of human interaction prove too challenging for a player then it may be best to take them aside (before or after a game) and ask them why they are behaving in the way that they are. If problems with the player persist, then perhaps social games just aren't for him. Don't let one player ruin the experience for the rest of the group.

After Action Review

During gameplay, the GM is the be-all end-all source of authority and power. Your rulings are law, your calls must be listened to and you cannot be questioned. This is necessary to maintain the authority of the GM as he deals out damage and judgment. However, it also makes honest communication between players and GMs difficult. A great tactic for bridging this communication gap is holding an "after action review" when all the dice have been put down and the lights come back up.

An after action review is a time where you ask your players what worked and what didn't work that session. This is meant to be a safe time, where both GM and player alike can discuss how things are going in the campaign and give each other honest and constructive feedback. If players seem unwilling to share their thoughts on the game in front of the group, you could always have them turn in any comments anonymously.

Ask the players to share three pros and three cons about that night's game. Ask them what they want to see more of— what they want to see less of. Take their input seriously and try implementing some of their suggestions. Maybe something you consider to be engaging and interesting doesn't hold for interest for your players. Maybe something you wrote off as not especially important is exactly the kind of thing they want in the game. Try out what they suggested at the next game. Chances are your players won't always know what they want, but use your best judgment and consider this an excuse to play around with new ideas. If player suggestions work, then that's great! Everybody wins and the game is improved. If they don't, then that's fine too. You took a chance on their suggestion and now everyone can see that it might not be a good fit for the game.

This session isn't merely limited to players telling the GM what he should change. This is an opportunity to let your players know if you have any issues with their play style. For example, this is a good time for a GM to address problems like too much side chatter at the table, if there were too many calls to consult the rulebook, or if players are generally just making the game tedious for you to run. Let them know now and get everything out in the open. If your players are adults, then they'll make a conscious effort to tone down whatever may be bothering you.

For some, an after action report may feel a little awkward or a little forced at first. Remember that a brief time of awkwardness is preferable to bottling up feelings about how the game may be going. That only leads to grudge holding and players "inexplicably" quitting the game if they think their feelings aren't being heard. Don't ever let someone walk away from the table angry and frustrated if it can be helped.

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The rules for running combat in HackMaster are covered in thorough detail in the Player's Handbook. This chapter will not reiterate what has gone before. Rather, it expands upon those rules with additional options for the GameMaster to utilize as well as clarification and guidance to assist you adjudicate uncommon situations.

Much as with the *Player's Handbook*, we begin with missile weapons. Many of the topics discussed here will be of primary use to you as options for your monsters. Why you ask? Simply put, the monsters are usually on the defensive. Players drive the action and thus are the ones taking the initiative. It's the monsters that will have prepared cover and plenty of rocks to drop from their perches.

The section on environmental combat modifiers provides further options for dungeon design by situating natural hazards to impede your players. Judicious use of terrain is, in military jargon, a force multiplier. Creative employment of these rules can provide enhanced challenges for your players without the explicit need to ramp up the strength of the monsters. Despite their protestations, players do truly enjoy novel predicaments where the onus is on their tactical flexibility and problem solving skills rather than yet another static battle of attrition.

As a GameMaster's tool, there are of course discussions on corner case situations not covered in the *Player's Handbook*. These invariably concern scenarios where the impetus is on you as the game referee to make a judgment call. Individual GMs vary in the degree to which they feel comfortable exercising their will upon the game. Therefore take these rules as guidance and advice rather than case law. They are not intended as shackles for devious players to constrain you with. Use what works for your game. As always, fair and consistent application of rules is the standard you must aspire to.

Undoubtedly the most anticipated feature presented in this chapter are the Fumbles and Critical Hits rules. Combat in HackMaster already differs from many other game systems in that the opposed combat roll and penetrating damage allows for greater unpredictability in mêlée. This is a good thing. With lessened variability, combat becomes a grinding "damage per second" calculation with little chance of extraordinary (i.e. statistically improbable) events turning the tide of battle. ***It is these inexplicable rolls that are memorable!*** No one is going to remember a battle where they meticulously overwhelmed a band of ogres with steady hits on a round by round basis. What they will remember is the quadruple penetration roll their mage scored on an ogre that knocked it out in one blow.

Fumbles and Critical Hits serve to further enhance the chance nature of combat. Few battles are entirely without risk. Indeed, it is said risk that is exciting. Playing a game in which you have little chance of losing is no game at all.

RANGED ATTACKS

Cover or Concealment Against Missile Fire

Cover helps a potential target by providing a chance for an otherwise true shot to hit the cover. The exact modifier for cover depends on the degree to which it is being used as shelter. A human character that stands behind a two-foot wall is a pretty obvious target, especially when compared to the character that lies down behind that wall and carefully peers over it. Concealment on the other hand, seeks to fool the attacker into shooting at the wrong place due to an inability to completely locate the defender. Table 2.1: Cover and Concealment Modifiers lists the different modifiers for varying degrees of cover and concealment.

Table 2.1: Cover and Concealment Modifiers

	Cover Value	Concealment Defense and Cover Saving Modifier
10%	19	+1
25%	16	+2
50%	11	+4
75%	6	+8
90%	3	+12
100%	1	+16

25% is cover to the knees, part of the left or right side of the body screened, a target that is seen for only three quarters of the speed between shots, etc. Men on a walled parapet would typically be 25% covered. 50% cover or concealment equals protection or screening to the waist, half of one side of the body, being seen for only half of the speed between shots, etc. Figures in thick brush and men on a castle wall with embrasures and merlons would be at least 50% concealed/covered. Shuttered embrasures and narrow windows would provide 75% cover, while arrow slits offer 90% cover.

Cover also has an effect on saving throws, granting the character the modifier listed on Table 2.1: Cover and Concealment Modifiers as a bonus to saving throws against spells that cause physical damage (for example, Fireball, Lightning Bolt, etc.)

Furthermore, a character who has 90% cover (or more) suffers one-half normal damage on a failed save and no damage at all if a saving throw is successful. This assumes, of course, that the *Fireball*, *Lightning Bolt* or whatever, hit the cover. A man crouching behind a stone wall would be protected if a *Fireball* exploded in front of the wall, but would not be protected by cover if the conflagration occurred behind him, on his side of the wall.

Shooting Into Mêlée (interposing Characters)

The rules for shooting into mêlée presume that the shooter does not have an ally directly in his line of sight that is obscuring the target. Consequently, the danger of a missed shot is reflected in it being errantly directed to either side of the intended target and threatening individuals occupying that space.

The sole situation this mechanic does not address is that of an ally (or opponent) screening the target. Given the confined linear nature of certain tactical setups (e.g. the classic corridor battle), you may be presented with a situation where this comes into play. Now, intuitively, anyone that has ever handled a firearm would recognize this as a very dangerous situation. However, there's always an Annie Oakley with an itchy trigger finger that can't suppress the urge to get into the battle despite being physically restricted from doing so.

Adjudicating this is remarkably easy. The character in the shooter's line of sight is effectively acting as a literal meat shield. On any successful hit, the interposing character rolls to see if he inadvertently dodged, bobbed, or weaved in front of the trajectory and accidentally caught the missile just as if he were a shield. If he does not catch the missile, the target – if himself employing a shield - may then roll to see if that shield catches the missile. Only if both fail to absorb the shot will the arrow strike the targeted creature.

Given that even second by second combat (and the positioning of miniatures) is an abstraction of the dynamic dance of death of true combat, seldom does an interposing character completely block a target. A similarly sized opponent, when directly in the line of fire, offers screening comparable to a large shield. The degree to which blocking occurs can be determined from the following chart.

Table 2.2: Screening Individual's Cover Value provided to Target

Screeners Size Difference	Cover Value
two smaller	19
one smaller	16
identical	11
one larger	6
two larger	3
three or more larger	1

For example, an allied gnome titan (size S) is battling a gnole (size L) employing a medium shield. A trigger happy mage directly to the rear of this mêlée decides he wishes to assist his buddy by firing his loaded heavy crossbow at the gnole. He rolls a modified 17 against which the gnole rolls an unmodified 7. This indicates the shot is true. However, the gnome titan is shielding the gnole. Since he's two size categories smaller, he only catches the missile should he roll

Combining Cover with a Shield: Should a PC present a shield while also being screened by cover, it is up to you the GM to decide if it warrants upping the cover value. Do not get caught up in splitting hairs or trying to decide on a value for cover between those values presented in the chart. Either the combination clearly meets the standards of the next step up (give bonus) or it does not. End of discussion.

19-20 on a d20. If he does so, he takes full damage (less any DR provided by his armor). If he doesn't catch the bolt, the gnole gets to roll a d20 for his medium shield. If he gets 16-20, his shield catches the missile. Only should both of these interfering objects fail to block the missile will the gnole be struck.

Arrow Wounds (Advanced Rule)

Bows afford an attack at range that can inflict injuries similar to those caused by small and medium mêlée weapons while rendering a direct physical counter impossible. The advantages do not stop there.

While some players may insidiously delve through the rule set or postulate dubious real life support for additional lethality advantages, the physics of an arrow wound simply do not afford greater mortality than the typically much larger lacerations or punctures a mêlée weapon may inflict. Nay, the supplemental advantages result from the nature of the arrow wound itself - namely that an item embedded in the body of a victim causes certain ancillary difficulties such as movement restrictions and the risk of second-order damage.

These advanced rules simulate said effects. They provide a reasonable level of realism at some minor cost in complexity while presenting a richer gaming experience and some interesting role-playing opportunities.

Any barbed projectile with an extended shaft that scores 9 or more points of damage (after discounting for DR) has become deeply embedded in the target's body. You may wish to extend this benefit to additional barbed weapons such as javelins (or their naval equivalent, harpoons).

Body armor offers substantial protection against projectiles frequently transforming a potentially serious injury into a manageable incidental wound. By denuding the missile's penetrative power, only a small percentage of hits become lodged deep within the body cavity. While this has beneficial consequences in reducing wound severity and facilitating extraction of said projectiles, until the latter is performed the arrow remains embedded and the wound may be aggravated by taking any actions that cause the shaft to jostle about (in effect becoming a lever that facilitates additional tissue damage at the original incision point). Any creature with an embedded arrow (deep or superficial) may suffer restrictions to their movement or face the potential for further hit point reduction. *Crossbow quarrels impede movement as arrows do – 'arrow' is simply used for brevity.*

Note, of course, that an arrow could simply be stuck in its hide or armor when the damage reduction exceeds the damage dealt. This has no game effect, but might make for some great flavor text during or after combat.

A character with one or more embedded arrows suffers movement consequences per the table below.

Engaging in mêlée is sufficiently vigorous that it adds two movement speeds (i.e. walking during active mêlée counts as running, etc.) Note however that sprinting represents the pinnacle of activity that may aggravate arrow wounds thus there is no category beyond this.

Checks should be made upon beginning any restricted activity (e.g. upon beginning to run or on the first second the PC enters combat) and every 60 seconds thereafter.

NOTE: A shafted projectile that inflicts an actual wound (i.e. some damage bypasses DR) may become embedded in the target. This is determined by the severity of the resultant wound not the damage rolled.

1-2 hp: superficial
3-8 hp: embedded
9+ hp: deeply embedded

NOTE: Mêlée combat demands that a defender actively move about to avoid blows even if not making any forward, lateral or rearward movement. For purposes of embedded arrows, this is functionally equivalent to walking. Should a player argue that he is standing still based on the fact that his miniature isn't moving around, simply agree and assign him a -6 Defense penalty as clearly he is uninterested in moving out of harm's way.

Giving Ground or making Tactical moves in mêlée is functionally equivalent to running for purposes of determining the debilitating effects of embedded arrows.

Table 2.3: Embedded Arrow Effects on Movement

	Number of Embedded Arrows				
Movement Type	**1**	**2**	**3**	**4**	**5+**
Sprint	1	TC	TC + 3	TC + 5	TC + 7
Run	NA	1	TC	TC + 3	TC + 5
Jog	NA	NA	1	TC	TC + 3
Walk	NA	NA	NA	1	TC
Crawl/Shuffle	NA	NA	NA	NA	1
Stationary	NA	NA	NA	NA	NA

Key:
NA: *no effect, the character can perform this action without penalty*
1: *A character making this movement suffers 1 HP of damage per embedded arrow*
TC: *A character making this movement suffers 1 HP of damage per embedded arrow and must make a Trauma check check to avoid collapsing in agony.*
TC +3/+5/+7: *A character making this movement suffers 1 HP of damage per embedded arrow and must make a Trauma check at the specified penalty to the roll in order to avoid collapsing in agony.*

Extra damage is added to the arrow wound total (i.e. a four point injury becomes a five point injury for healing time, etc.).

Removing embedded arrows (and quarrels)

Another problem, namely removal of the projectile, confronts those with embedded arrows as well as crossbow bolts. Hearty and impatient PCs untrained in first aid or unwilling to spend the time to undergo first aid treatment can carefully pull out the offending projectile as long as it is not deeply embedded (i.e. it has inflicted 8 or fewer damage to the individual). Projectiles that caused only 1 or 2 hp of damage can be removed without complications. Those that have caused 3-8 HPs inflict an additional d4p damage when removed in this fashion. It takes one second per HP inflicted (including the extra d4p damage) to gingerly remove the arrow. For the truly impatient, any projectile not deeply embedded may be crudely yanked out in a single second although at the cost of 2d4p damage. Attempting to remove deeply embedded arrows in this fashion causes a similar amount of damage but will only succeed in breaking off the shaft. All penalties remain in effect and a First Aid provider's threshold for success at removal now becomes very difficult.

Note that arrow wounds treated by self-extraction of the projectile are not eligible for subsequent remediation by First Aid.

The First Aid skill obviously goes a long way toward mitigating the ill effects of removal. Superficial punctures do not explicitly require medical attention for removal but if the care provider succeeds at an average skill check, he is able to reduce the severity of the wound by 1 hp.

Projectiles that have caused 3-8 points of damage can be removed with an average skill check though no hit points are restored upon extraction. Deeply embedded missiles (i.e. those that have caused 9 or greater damage) mandate a difficult check. Their successful removal also results in the loss of one additional HP. Note that an attempt to remove an arrow or quarrel (whether successful or not) is considered the lone opportunity to treat said wound- extraction taking precedence over wound closure. Arrow extraction takes the same amount of time as wound treatment depending on the PC's mastery of the First Aid skill (i.e., Novice: 10 minutes, Average: 6 minutes, etc.).

In all but superficial cases, failure of the first aid check inflicts an additional d3p damage and obviously the arrow remains embedded. Those with the first aid skill can make multiple attempts until either the arrow has been removed or the victim refuses further attempts (or succumbs to HP loss).

Hurled Objects

During their forays into places dark, deep and dangerous player characters may be interested in hurling palm-sized objects (or other things that easily fit in one's hand) at opponents or static targets. Collectively, these are known as grenade-like missiles.

Now as any current or past little leaguer can tell you, the ability to accurately throw a 5 ounce ball is not something humans are born with. As such, "Overhand Throwing" is considered a weapon proficiency. While it is not strictly necessary to be able to throw 90 mile an hour fastballs, throwing poorly is a distinct disadvantage.

Overhand Throwing [Weapon Proficiency]

For game purposes, ***Overhand Throwing*** is considered a low skill ranged weapon (2BPs).

Proficient Throwers

Hurled Items: The variety of items that can be thrown at an opponent is inestimable. However, some hard and fast rules can be applied to this generalized category.

Rate of Fire: 7 seconds

Range: Hurled objects are treated as a Javelin for purposes of range penalties

Damage: Most such items have no capability to inflict tangible wounds. An exception is a rock weighing around 6-8 ounces. Those proficient in hurling such missiles have a potential damage of d6p-3.

Specialization: One can specialize in "Overhand Throwing" per the rules for other hurled weapons. (*I personally would not want to have Nolan Ryan whipping fastballs - or rocks - at my head… in game or out.*)

Non-Proficient Throwers

Again, not everyone has mastered the technique of employing full shoulder rotation to lend force and accuracy to hurled objects. For those that haven't, the following rules apply:

Damage: In the hands of an amateur, the same rock inflicts d6-3 damage.

Range: Hurled objects are treated as a Throwing Knife for purposes of range penalties

Additional Accuracy Penalties: Those not proficient in this technique suffer a -2 Attack and +2 Speed penalty.

Frequently the purpose of hurling said object is to have it land at or near a desired location. This is the case when attempting to establish the impact point of a spell with a physical trigger or when throwing an object at some generalized vicinity. Alternatively, one may attempt to impact a specific creature such as when whipping a rock at his face or flinging a vial of holy water at an undead being. Each of these instances will be discussed in turn.

Attempting to land an object in a specific location: This is an equivalent situation to firing at a static defender. One simply declares the spot he's aiming at, rolls a d20p and applies appropriate modifiers and compares the result to the GM's roll of a d12p.

Miss Location: The degree to which your character fails at an attack roll determines how far off the target your projectile

landed. The distance in feet from the target is the amount by which the attack failed. This applies to short range targets only. Multiply this value by 2, 3 or 4 for medium, long and extreme ranges. To determine the direction, roll a d12 and use that as the clock hour with 12 being long in a direct line from the thrower to target.

Object Momentum: Unless the hurled object shatters on impact, it will bounce, splatter against, or otherwise impact the ground and then continue along the same trajectory. How far it travels is a function of the object's surface friction. This is left to the GM to adjudicate as there are a myriad of situational variables that can come into play making a blind determination impossible. However, a good rule of thumb is that it careens half again as far as the thrower was from the point of impact. Purposefully arcing or trying to lessen "bounce"(such as when tossing a bean bag) can lessen this to 25%.

Throwing at a mobile target: Attempting to hit an opponent with a thrown object is simply a ranged attack as covered in the *Player's Handbook*. If the nature of the hurled object demands that proximity be considered in the case of a miss, use the rules for misses detailed above.

Dropped Objects

Opponents entrenched in well-prepared defensive positions have a number of advantages. They can shape the terrain to impede access and deny cover to their enemies while gaining optimally positioned cover for their own repartee. If fortunate enough to have the benefit of elevation, they acquire yet another benefit - gravity. While a formidable defensive barrier in its own right in that potential assailants are channeled into narrow and defined approaches such as stairs or ladders, it is also a force multiplier in that it transforms ordinary objects into potentially lethal weapons by virtue of Force = mass x acceleration. Put less technically, a defender on a wall can drop a variety of plentiful and valueless objects to lethal effect. This latter frequently employed tactic shall be discussed below.

Targeting: Throwing rocks, sandbags, anvils, furniture or dead comrades down onto targets is fundamentally different than shooting an arrow at the same target when you're both on the same horizontal plane (e.g. at similar elevation). First of all, these attacks function as standard ranged attacks except that targets attacked from height present a far smaller silhouette and are thus far more difficult to hit. As such, "dropped objects" have their own range chart.

Table 2.4: Dropped Object Ranges

Vertical Distance	Attack Die
5′ - 10′	-4
11′ - 20′	-6
21′ - 30′	-8
31+′	-10

Heavy Objects: It is difficult to carefully aim at a target when your arms are shaking from the exertion necessary to lift a heavy weight and hold it outstretched waiting for the opportune time to drop it on your enemy. Similarly, while vertical range is preset by your height, horizontal range is a function of the dropped object's weight. Note that the attack penalties for vertical and horizontal range are *cumulative* and that characters who do not take aim (4 seconds) before dropping their object take an additional -6 penalty to attack.

* Obviously what constitutes 'heavy' is largely a function of the creature's strength. Object weight limits are drawn from the Strength attribute table in the *Player's Handbook*.

Table 2.5: Penalties for "Heavy" Dropped Objects

Object Weight*	Attack Penalty	Horizontal Range
no encumbrance	0	30′
light encumbrance	-2	20′
medium encumbrance	-4	10′
heavy encumbrance or greater	-6 (cannot be aimed)	5′

Damage: Creatures struck by a dropped object suffer a wound per Table 2.6. The GM must determine the weight of the dropped object and the height from which it falls to determine the appropriate amount of damage. Note that all d12s on this chart penetrate on an 11 or 12 (lesser die types penetrate as normal). If your PCs for some reason insist on trying to drop an object of truly prodigious weight onto a foe then the *Redonkulous Weight Rule* comes into effect. Namely, any creature struck by a ridiculously heavy object (such as a 16-ton weight) is instantly killed. There just is not any surviving an impact of that magnitude. Actually being struck by something that unwieldy, on the other hand, is extremely unlikely in any circumstance and it is up to the GM to determine the possibility of any such projectile making contact with its target. *Death by Redonkulous Weighty Object* is most likely only to be the fate of the impressively unlucky or the absurdly inattentive.

Mitigating Factors: The damage that falling objects inflict upon those struck assumes that said object does not deform and absorb a portion of the impact momentum. While this is certainly the case for objects such as rocks and anvils, many objects that may be hurled down on opponents will absorb some of the impact energy and thus must be derated to reflect this occurring. Use your judgment to fit a particular dropped object into a category and thus modify the effective weight.

Suggestions to guide your decision appear in Table 2.7.

Defense vs. Dropped Objects: This is handled as if the dropped object were any other projectile (i.e. roll a straight d20p for defense if mobile or d12p if stationary)
Shield Cover vs. Dropped Objects: This too is handled as if the dropped object were any other projectile (i.e. if the dropped object hits, check for shield cover.

Table 2.6: Damage Inflicted by Falling Objects									
	Height								
Wt. (lb)	5′	10′	15′	20′	30′	40′	50′	60′	60+′
½	1	d6p-5	d6p-4	d6p-3	d6p-3	d6p-3	d6p-3	d6p-3	d6p-3
1	d6p-4	d6p-3	d6p-2	d6p-1	d6p-1	d6p-1	d6p-1	d6p-1	d6p-1
3	d6p	d8p-1	d10p-2	d12p-4	d12p-4	d12p-4	d12p-4	d12p-4	d12p-3
5	d8p-1	d10p-2	d12p-4	d12p-4	d12p-4	d12p-3	d12p-3	d12p-3	d12p-2
10	d10p-2	d12p-4	d12p-4	d12p-3	d12p-3	d12p-3	d12p-3	d12p-2	d12p-1
20	d12p-4	d12p-4	d12p-4	d12p-3	d12p-2	d12p	d12p+2	2d12p-4	2d12p-2
30	d12p-4	d12p-4	d12p-3	d12p-2	d12p+1	2d12p-4	2d12p-1	2d12p+1	3d12p-3
50	d12p-4	d12p-3	d12p-1	d12p+2	2d12p-1	2d12p+3	3d12p	4d12p-2	4d12p+2
50+	d12p-4	d12p-1	d12p+2	2d12p-2	2d12p+4	3d12p+3	4d12p+2	5d12p+1	6d12p
Note: All d12s penetrate on an 11 or 12									

For example, a 50-pound sack of onions is considered "pliable" and thus would have the impact effect of a 25-pound rock (50 x ½ = 25).

Table 2.7: Dropped Object Softness Mitigation		
Category	Effective Weight	examples
Very Soft	0	Pillows, loose clothing
Soft	¼	Bundled clothing, baled hay, saddle, green vegetation
Pliable	½	Sack of vegetables, corpse
Firm	¾	Sandbag, hardwood furniture
Solid	1	rocks

Protection: The potential damage caused by falling objects has greater variability and a significant upside risk of extraordinary results due to d12s penetrating on 11s & 12s. This reflects the fact that blows to the head are far more common in this type of injury.

Shields likewise are eminently suited to deflecting dropped objects. When held aloft, they invariably divert the momentum of the striking object and permit the individual to safely absorb a portion of the object's force. As such, large shields have 1½ times higher DR when employed against dropped objects while body shields double their DR. The Dodge talent functions against dropped objects in the same way it functions against missile weapons. Note, however, that the potential for shield destruction remains the same (see pg. 225 of the *Player's Handbook*).

A PC wielding a large or body shield can also use it to protect an ally from falling objects. With the shield held above his head, the PC is able to shelter both himself and one ally, but at the cost of agility. While sheltering another, the shield carrying PC only rolls a d8p for defense and can only move at walking speed. The Defense penalty stems from proactively shielding the other party and therefore forgoing all active personal defense.

For example, Brognan the fighter and Ranka the thief are trying to break into a stone tower. However, three tower guards are ready to drop rocks down on their heads if the pair approach too close to the locked door at the tower's base. Because Brognan has a body shield, the two can approach the tower door at a walking pace while sheltering beneath his shield. When they get within 10 feet of the door, the guards take time to aim and the barrage begins. The tower guards each have 12 Strength, so the 50 lb rocks they have count as a medium encumbrance and can be chucked up to ten feet away on the horizontal axis from the 30 foot tall tower. The guards take penalties to their attack for the height from which they are dropping the rocks (-8) and the rocks' weight (-4) for a total of -12 to their attack.

The first guard rolls a 9 to hit, but with all the penalties Brognan's d8p defense roll of 3 easily beats this, leaving him untouched. The second guard is luckier, rolling a 19 (which is reduced to a 7 by the penalties) and Brognan's d8p only comes up a 5. The 50lb rock hits the shield and from the 30 ft elevation it does 2d12p+4 damage. The guard does 14 points of damage total, but Brognan's body shield has twice the DR versus dropped objects, bring it up to 12 DR. Between that and his ring mail, Brognan absorbs 16 points from the rock impact, completely shrugging it off. The pair reach the door and Ranka is able to try picking the lock while Brognan braces himself against the volley.

Knock Backs: Individuals struck by falling objects with sufficient force to compel a knock back are instead knocked to the ground where they stand and are stunned for d4p+2 seconds. Stunned individuals can take no action other than defense and employ a d8p (plus any Defense bonuses including those gained from shield use: i.e. +2 to +6) while doing so. Righting oneself is a 3 second action. A double knock back implies that the individual has been knocked prone and drops all held items as well as being stunned for 2d4p+4 seconds. This necessitates both

getting to one's feet and gathering up any items previously held before any actions requiring said items may be taken. If a character is taking shelter under another's shield when the shield bearer is knocked back/down, they too are knocked back/down, but not stunned.

The guards waste no time dropping rocks while Ranka works feverishly to pick the tower door's lock. A third stone connects with Brognan's body shield, but this time the dice come up 11 and 12, meaning that both rolls penetrate. The total damage from the guard's rock is a 31 and Brognan is knocked down to the ground. He is not only prone and stunned for 2d4p+4 seconds, but everything he held in his hands has dropped to the ground with the force of the double knock back. Ranka is also knocked to the ground but is not stunned, as Brognan took the brunt of the impact. The two try to scramble to their feet as the guards above ready another salvo.

Rate of Discharge: Rocks can be dropped at a maximum rate of one per 3 seconds if handy. Obviously if subsequent objects to be dropped must be found, the time to do so must be considered. Likewise a heavy object must be lifted (and possibly moved) all of which takes time. A stone held at the ready, targeted on a piece of ground, can be dropped in one second when a target comes into range.

Note that dropped objects have a limited horizontal range. In general, the heavier the object the more likely it is that it can only be employed on targets directly beneath the elevated attacker. A wise attacker will avoid approaching within the range of these weapons and even foolish ones will learn to be wary after suffering a few casualties. Dropped objects are best employed in defense of a position the attacker is compelled to approach in order to satisfy his operational objectives. For example, storming a castle may require an attacker to endure a fusillade of dropped objects while attempting to breach the main gate.

MÊLÉE ATTACKS (Advanced Rules)

Situational & Environmental Modifiers: Footing and Combat

One of the unfortunate consequences of using miniatures and paper maps in our table top RPGs over the years is the impression such tools have imprinted on the minds of both players and GMs alike, namely that our beloved characters perpetually have their feet planted firmly on solid, level ground.

It doesn't matter if the PCs are fighting in a muddy kobold lair burrowed into a hillside, the dungeons beneath the Earl's Keep or in a field near the roadside camp where the party's just been ambushed, footing is rarely a consideration in combat unless a thief is attempting to climb a wall or the players are negotiating a narrow cliffside ledge.

This isn't all that surprising when you consider the spatial representation and visualization of the game. Our dungeons are presented, for the most part, in two dimensions; often on sheets of graph paper or battle maps that serve to further enhance the feeling of orderly flatness. The miniatures we're so fond of have bases that need a flat surface in order for them to stand up

properly and in a typical dungeon map there's nary a hint of an uneven paving stone thrust up by tree roots, a sloping floor, wet surfaces, patches of slick moss, or the like.

Even when flavor text explicitly tells us that a dungeon's surface is hewn roughly out of the earth, with plenty of gnarled roots and a slick topping of mud, these considerations are often quickly forgotten unless the GM is on top of his game.

Although most of the action in RPGs takes place in the mind's eye, we are still tethered to our sensory input from the real world. This can make it hard to remember, much less realistically simulate, the variability of terrain.

The photo on the previous page depicts a typical mineshaft. Take a look at that floor. There are large jagged rocks, pieces of soft decaying wood and debris, pools of brackish water, and irregular sloping walls that meet the floor at odd angles obscuring the point where the two meet.

Now, imagine a party being ambushed by a half-dozen orcs in that very same mine. They would be standing in ankle deep water among jagged, irregularly spaced rocks while dodging blows, being knocked back and attempting to get a sword-strike in. This is clearly not as simple as moving from point A to B and swinging a sword.

Consider also this rocky, forested trail running along a ridgeline. Imagine fending off a Bugbear patrol as they fight from those high rocks to the left.

Or, imagine a fighter, whose dice are really on fire, slaying orc after orc in a narrow choke point. As the player drops one orc after another, he might reach across the table, grab the dead orc minis and throw them to the side of the map. A half dozen orcs later and the narrow passageway should be piled high with the bodies of dead orcs and their incapacitated brethren. The fighter would realistically be standing amongst and atop these bodies – some of which may still be writhing in pain! Clearly he should be having greater difficulty parrying and attacking than a counterpart on firm, level ground.

Considering the abovementioned situations, it seems evident that some additional rules are in order. The following table offers some broad guidance as to common environmental modifiers to apply to combat, and lists any associated penalties. Obviously this necessitates judgment calls on your behalf as no situation is cut and dried. If you are uncomfortable wading into this gray area, advanced rules may not be for you.

Mapping Footing Conditions

There are a variety of ways a creative Game Master can introduce footing conditions to his campaign. One simple way is to color-code your dungeon maps to reflect differences in elevation or conditions. For example shading a grid square green could indicate loose pebbles or stones in that space. Blue could be a knee-deep pool, red a pile of debris, and so on.

There are various ways to attack the problem, and finding a solution that works for you is worth your time. Introducing terrain concerns into a system like HackMaster (with its rich and detailed combat system, where movement is so crucial) adds yet another layer of tension and realism as combatants move about to find the 'good ground.'

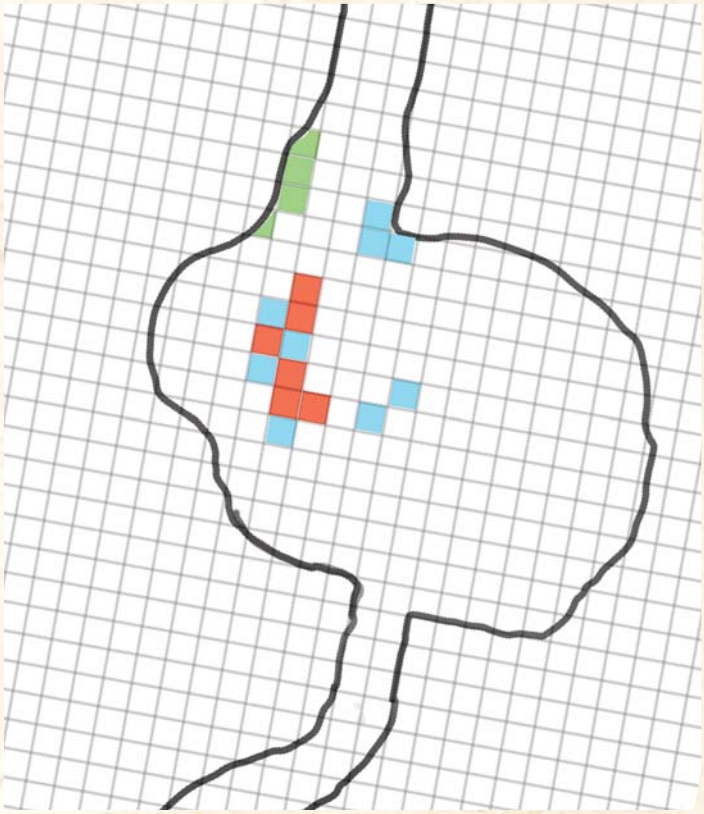


Table 2.7: Situational & Environmental Combat Modifiers					
Enviromental Conditions	**Atk**	**Def**	**Spd**	**Move Adjustment**	**Knock Backs**
Firm, level ground	0	0	0		
Loose pebbles/gravel, sand	0	-1	0	Sprinter must make FoA (vs. d20-4) or faceplant[1]	
Slick ground	-2	-3	+2	Sprinter must make FoA (vs. d20+6) or faceplant[1]; Runner must make FoA (vs. d20+2) or faceplant; Jogger must make FoA (vs. d20-2) or faceplant	
Icy/very slick ground	-2	-4	+3	Sprinters & runners automatically faceplant[1]; joggers must make FoA (vs. d20+6) or faceplant; walkers must make FoA (vs. d20-2) or faceplant	Count as 1 size category smaller
Noticeably uneven ground	-1	-1	0	Limited to running or less	
Large amount of debris	-1	-1	0	Limited to jogging or less	
Large broken rocks, fallen logs, abatis	-1	-3	+1	Limited to walking or less	
Sloping ground, stairs (high ground) (up to 35°)	+1	+1	-1	Sprint, run @ jogging speed, jog @ walking speed	Count as 1 size category larger
Sloping ground, stairs (low ground) (up to -35°)	-1	-1	+1	Movement increased as if one movement type category faster (see HoB p. 13)	Count as 1 size category smaller
Very steep ground (high ground) (over 35°)	+2	+2	-1	Sprint, run or jog @ walking speed, walk at crawl speed	Count as 2 size categories larger
Very steep ground (low ground) (over -35°)	-2	-2	+2	Movement increased as if one movement type category faster (see HoB p. 13)	Count as 2 size categories smaller
Fighting atop a corpse (e.g. a fallen foe or ally lies within 2½ feet of your position)	-1	-2	+1		
Fighting amongst several dead corpses (e.g. two or more fallen foes or allies lie within 2½ feet of your position)	-2	-4	+1		
Climbing ladder	-3	d12p[2]	+2	Crawling speed	Defender falls from ladder
Clinging to a rope/cliff face	none	d8p	n/a		Defender falls
Mud, quicksand (over ankle deep)	-2	-5	+2	Sprint, run or jog @ walking speed, walk at crawl speed	
Mud, quicksand (up to mid thigh)	-3	-8	+3	Crawling speed	Count as 1 size category larger
Mud, quicksand (up to chest)	-4	d8p	+4	Half Crawling speed	Count as 2 size categories larger
Knee deep in water[3]	0	-1	+1		
Wading in thigh high water[3]	-1	-3	+1	Sprint, run @ jogging speed, jog @ walking speed	
Wading in waist deep water[3]	-2	-5	+2	Sprint, run or jog @ walking speed, walk at crawl speed	Count as 1 size category larger
Wading in chest deep water[3]	-3	-8	+3	Crawling speed	Count as 1 size category larger
Under water: piercing weapon	-3	d10	+3	Crawling speed	Count as 2 size categories larger
Under water: hacking weapon[4]	-4	d10	+4	Crawling speed	Count as 2 size categories larger
Under water: crushing weapon[5]	-6	d10	+6	Crawling speed	Count as 2 size categories larger

[1] Faceplant: Suffer d4p damage (which armor DR absorbs), 3 second action to right oneself during which time defense limited to unmodified d12p

[2] When fighting on a ladder, a defender rolls an unmodified d12p for Defense (though a shield may be employed adding its bonus)

[3] Note: these numbers assume somewhat sturdy footing. If characters are fighting in water while standing on Slick Ground (i.e. a room with marble floors which is slowly filling with water), use whichever modifier imparts more significant penalties. [4] Note that hacking weapons also take a -4 penalty to damage.

[5] Note that crushing weapons also take a -6 penalty to damage.

Terrain Adjustments to Charging:

Because specific mention of additional charge rules was mentioned in the *Player's Handbook*, it is worth noting here that these rules are transparently incorporated into the Situational & Environmental Combat Modifiers.

Charging necessitates an attacker moving towards his opponent at a rapid clip. As such, the hindrance to movement posed by obstructed ground or elevation may interfere with an attacker's ability to mount a charge (or perhaps lessen its impact). Consult the Charging rules paying specific attention to minimum speeds required to enact this combat move (particularly with respect to the net speed of size S creatures and dwarves).

Intuitively one would presume that the knockback effect would be tempered when employed against defenders on high ground and enhanced when charging downhill. This too is handled in the Situational & Environmental Combat Modifiers by means of the Knock Back adjustments.

Knock Backs

Impact of Knockbacks on Second Rank:

A front line combatant suffering a blow forceful enough to trigger a knockback may collide with and impede those actively engaging his enemy from his rear (through the use of Phalanx Fighting) or merely awaiting their opportunity to step up as replacements for fallen comrades.

The PC or creature directly behind the individual knocked back must roll a d20 and exceed the number of feet the person in front of him was knocked back (i.e 5 for a knockback, 10 for a double knockback, etc.).

If he does so, he avoids a collision with the knocked back person. If he fails, he himself is knocked back by a number of feet corresponding to the difference between his die roll and the minimum score needed for success. Should he fail by more than 10, he is knocked prone and suffers an Initiative penalty equivalent in seconds to the number he missed by.

Size differentials are integral to this determination. Second rank creatures smaller than the first rank creature suffer a -5 penalty to this die roll per size category while larger creatures gain a +5 bonus per size category.

For example, a goblin (size S) is waiting behind a gnole (size L) for its chance to gain glory by bloodying the surface dwelling intruders. Unfortunately one of these miserable curs strikes a mighty blow and knocks back the gnole. The goblin ordinarily would have to roll a d20 and merely exceed a 5 to avoid a fellow goblin knocked back into him. However the gnole looms over him by 2 size categories making it far more difficult to avoid. The goblin must roll above 15 to avoid the gnole. Should it roll 5 or below, the goblin is knocked prone and suffers an Initiative penalty of 15 minus [die roll result] seconds.

Knock-Back Direction

For a right-handed attacker, scoring a knock-back forces his opponent back in the following direction* (from the point of view of the attacker) as determined by rolling a d12:

Table 2.8: Knock-Back Direction

d12	*Direction **
1	knocked right (90°)
2	knocked right (45°)
3 - 7	knocked straight back
8 - 10	knocked left (45°)
11 - 12	knocked left (90°)

** subject to space constraints - if the rolled direction is unavailable (such as it being solid space) reroll. If the second result is also occupied, refer to Knock Backs with Insufficient Room.*
For southpaws or offhand attacks, reverse the terms left and right.

Knock Backs with Insufficient Room

Should an Attacker score a Knock Back in a situation in which the recipient of said blow cannot physically move 5 feet back due to an immovable object to his rear, the blow counts as if the Attacker scored a Near Perfect Defense. The Defender is disorientated such that he leaves an opening for the attacker to get in a quick hand-to-hand attack (or stab with a knife or dagger if ready).

Blocked Missiles & Knockbacks

Missile weapons that are successfully blocked by the target through the use of a shield have no knock-back effect, unless they are greater mass (such as dropped or hurled boulders and other large objects).

Extended Trauma Rules

If a character rolls a 20 on their Trauma check, they are automatically knocked unconscious for 5d6p minutes. Additionally, they should reroll the d20. If they get a second result of 20, they have entered a coma. They should then reroll the d20 a third time. This roll determines how many days they will remain in a coma. A result of 20 on this roll indicates a permanent vegetative state.

Follow these steps when a character fails a Trauma check:

d20 Trauma check: <20 = normal results. Result = 20, Knocked Out (5d6p minutes) and reroll.

1st reroll: d20 Coma check: <20, no additional effect. Result = 20, victim in a coma and reroll.

NOTE: It is left to the GM's discretion as to when the quantity of fallen corpses in a particular location (or grid square) becomes so overwhelming as to prevent combat.

NOTE: A vanilla d20 is employed instead of a Feat of Agility check when determining Impact of Knockbacks on Second Rank owing both to the cumbersomeness the latter would impose on the GM as 'monster' Feats of Agility are not precisely defined as well as the fact that perception (a component of Wisdom) also comes into play.

2nd reroll: d20 Length of Coma check: <20 = that number of days spent in coma. Result = 20, permanent vegetative state.

Any character in a coma is subject to the starvation and dehydration rules.

Torches as Weapons (update)

In the *Player's Handbook* (p. 281 under "Torches as Weapons"), it states "armor does not mitigate this wound". However, it could very well come to pass that PCs will opt to employ these weapons against monsters with significant DRs. Said DR is not wholly comprised of the ability to turn a blade but incorporates other aspects of biology that render them less susceptible to damage.

Take for example the case of a Halfling thief embroiled in a life or death struggle with zombies. A zombie's formidable DR reflects the fact that only significant blows will deter their flesh seeking depredations. The Halfling has but a dagger (infiltration rather than toe-to-toe fighting being his forte) and limited Strength. Stabbing these creatures is an exercise in futility. Thinking on his hairy feet, he decides to employ a torch as an improvised weapon.

The rule for monsters is thus that torches reduce their DR by 75% versus this attack form (with fractions rounded down). In the case of zombies, they have an effective DR2 (one-quarter of their normal 8) vs. torch damage.

In the case of monsters with variable DRs based on weapon type, the value vs. crushing weapons should be used as the baseline as this reflects an absorbent blubbery hide that is resilient to burning.

Animal's Fear of Fire

Normal animals (that is, real world creatures present as 'monsters' in the game such as lions, wolves, bears, etc.) have a natural fear of fire and are disinclined to risk being burned. If a torch is employed as a weapon against them, said creature must succeed at a Tenacity check (d20p+Tenacity Roll Modifier vs. d20p + Torch Wielder's Morale Modifier) in order to make an initial attack upon the defender. Failure indicates that they will warily remain out of reach of the torch, perhaps opting to maul another nearby individual not wielding fire.

If an animal succeeds at its Tenacity check, it may continue to attack the torch wielder thereafter and need not attempt a check each time. Similarly, if the torch wielder strikes the wary animal with a weapon (perhaps by using two-weapon fighting) or shields an individual behind him that jabs at the creature using phalanx fighting, the creature will attack in response.

NOTE: There are a number of monsters in HackMaster that, from a taxonomic perspective, would appear to be in the same genus as 'normal' animals. You may optionally (though are not obligated to) impart a fear of fire to these creatures. In general, the creature should have animal intelligence and steady (or less) tenacity to qualify.

Disengaging & Re-engaging Opponents

This topic has probably caused the most consternation of any in HackMaster. Intentionally or not, it's the most abused rule in the game with some players constantly seeking to withdraw from opponents for 1 second so that they can step up the next second and immediately attack.

Some of the "blame" for these tactics falls squarely on the shoulders of GMs that passively allow it to occur. Monsters can (and should) pursue retreating foes. If a PC makes a Fighting Withdrawal, why aren't your monsters closing with them? Surely it is to their advantage to close in the gaps in their enemies' lines and compress them into a static clump that has voluntarily sacrificed their freedom of movement (to say nothing of the -2 attack penalty the retreating character suffers on his next attack)!

Defining 'disengaged'

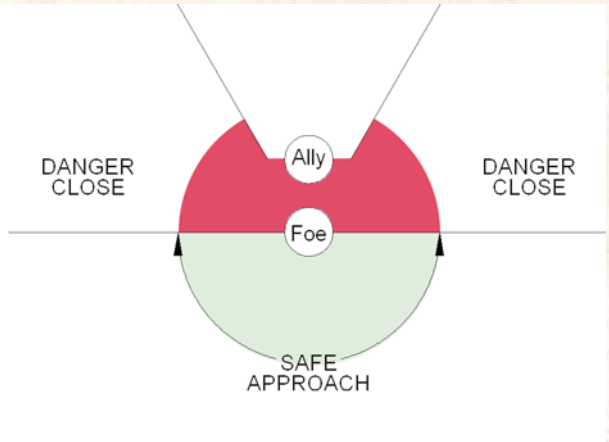
A careful reading of the *Player's Handbook* is in order. Note on p. 223 that 'threatening range' is defined as 5 feet ***plus reach***... not 5 feet. This is for either weapon of the enemy or the character in question. (Characters wielding pole-arms need to mind their weapons hanging out there ten plus feet – failure to do so will cause any friendly troops a -4 to their next attack or defense roll, whichever occurs first). Note also that that this same passage later states, "when he engages a new opponent, he makes an initial attack on this new opponent on the second in which he engages"

Reorientation Time

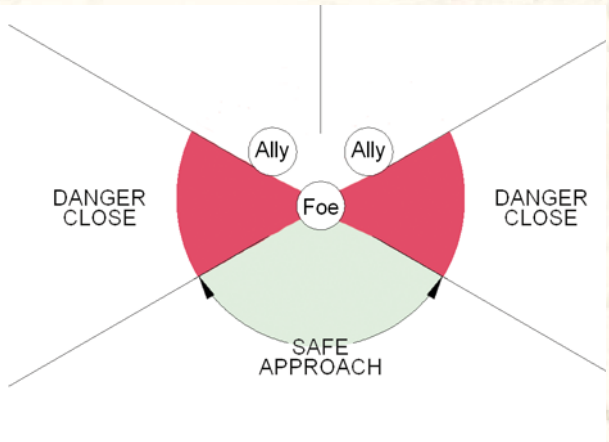
Once a character is no longer engaged – from stepping away from combat, eliminating his foe or otherwise – he will need a second to reorient himself before taking another action. This reorientation time encompasses a range of possibilities, anything from removing a lodged weapon from a foe's body cavity, to looking about for a new foe, to checking where an ally stands. Thus, whenever a character ends an engagement for any reason other than outright fleeing, the character must spend one second re-orienting.

Attacking Foes engaged with friendlies

Whenever a character enters combat with an opponent already engaged with friendly forces, and the friendly forces are on the same flank as the character, the character must enter combat at no faster than walk speed, else risk disrupting his ally (-4 to his next attack or defense roll, whichever occurs first) by blundering in or distracting him. Note, charging in from behind or a rear flank, when the opponent is engaged with a friendly from the front is fine.



Safe approach vector with 1 ally fighting opponent



Safe approach vector with 2 allies fighting opponent

Example: Brian's character, along with two of his peers, is engaged in mêlée with an orc. It is currently second 30 and Brian just attacked on 29.

Seeking to gain an advantage, he conducts a Fighting Withdrawal and retreats five feet. However, Brian is not yet disengaged as he is still within the threat range of 5'+reach. On 31 Brian walks back another 5 feet making him disengaged. He must spend second 32 re-orienting himself to the battlefield. On second 33 Brian walks back halfway to the battle he just left, opting not to jog lest he risk disrupting one of his allies and giving them a -4 penalty to their next Attack or Defense roll. The orc would normally pursue Brian, but is too busy fighting the other players to pursue. On second 34 he steps up to the orc and may attack, albeit it at a -2 Attack penalty due to the Fighting Withdrawal.

All told he spent 5 seconds executing these moves potentially shaving some time off his weapon speed were he otherwise continuously engaged with the orc. Since he had the advantage of allies to keep the orc pinned down and room to maneuver (neither of which are a certainty), this may have been a wise move.

Note that the orc could very well execute a Fighting Withdrawal as Brian seeks to re-engage thereby effectively preventing him from re-entering the battle unless he does so at a quicker (and riskier) pace.

Insatiable for advantages, he then Scampers Back on second 35. Since this allows him to retreat at jogging speed, he clears 10 feet making him disengaged. He must spend second 36 re-orienting and then on second 37 jogs back to battle heedless of the consequences this may have on his allies. He thus can attack again after only 3 seconds but does so with a -4 penalty. Additionally, his buddy suffers a -4 penalty of his next Attack or Defense roll (whichever comes first).

Unfortunately for Brian, his buddy is hit by the orc when it next swings (his friend's next combat roll was used for Defense) – only succeeding because of the penalty Brian's impetuousness imparted. Sadly, the damage was sufficient to kill the character and Brian ended up walking home since his buddy drove them to the game.

Rallying

The Hacklopedia lays forth rules to adjudicate when and if monsters break morale. What isn't covered is how to handle rallying.

For Humanoids/enemy NPCs:

There's a reason a leadership hierarchy is given for humanoids. They serve as more than simply stronger versions of the base creature. Only leader types have the ability to rally their underlings. With no leader nearby, humanoids cannot rally in the timescale of a typical HackMaster combat encounter. They will break contact and seek the nearest available safe zone. Only the presence of leader types offers any hope of them returning to an ongoing skirmish.

Unintelligent or 'lone wolf' type creatures are generally unable to rally. Dumb ones (Obtuse intelligence or less) are compelled to immediately flee while smarter ones are merely compelled to break contact.

It isn't strictly necessary to designate only pre-defined leader types as leaders. Their presence in the Hacklopedia is merely a convenience to assist you in establishing an easy to use hierarchy. Individual monsters can simply be assigned leadership roles by fiat (for example, an alpha female owlbear or a 'sergeant' man-at-arms). What is important is that you define some chain of command for your scenario if you wish to make use of rallying rules. Remember that if everyone's a leader no one's a leader.

Bear in mind that 'break contact' or 'fleeing from combat' does not imply that the creatures flee the dungeon or scenario completely never to be seen again. It merely implies that they must forfeit the current ground being fought over. They are free to occupy a fallback position.

Player Characters:

This is a corner case as most PCs need never check morale. However, it could occur under some

NOTE: A PC employing in-and-out tactics may never attack quicker than ½ his modified weapon speed regardless of circumstances.

TIP: By way of guidance, you may assume the following Charisma score for various types of leaders if at a loss for actual statistics: **Sergeant role** (small group leader): **10** **Junior Officer role** (30-50 underlings): **12** **Senior Officer role** (51-200 underlings): **14** **Commander role** (tribal leader, boss): **16**

uncommon circumstances. Of greater concern are allied NPCs who are subject to morale checks. In either case, all Player Characters are considered leader types that may attempt to rally individuals who have failed morale.

Adjudicating Rally Attempts

In order to attempt to rally his subordinates, a leader must satisfy a few preconditions:

a) routed troops must be disengaged from the enemy

b) Rallying is a 30 second action

After completing his rallying attempt, subordinates are permitted a new morale check. Ideally this is made against the value of the competing die roll they succumbed to (however, if you were sloppy and neglected to record said value, it's not the end of the world to just roll again – live and learn).

NOTE: A PC cannot 'rally' a Barbarian character that has succumbed to Magic Phobia.

The rally check is identical to the original morale check (i.e. d20p+ tenacity modifier). If the leader has a defined CHA score, add (or subtract) his Morale Modifier (q.v. Charisma) to this result. If successful, the subordinates may immediately move to re-enter combat.

Once a leader has failed to rally his troops, he cannot attempt to do so again until the event that triggered the failed morale check no longer applies.

Pursuit And Evasion

NOTE: Morale (PCs) & Tenacity (monsters) are synonymous rules.

Fleeing upon Initial Contact: When two possibly hostile opponents meet, the individual with the quickest reaction time (i.e. lowest adjusted initiative result) may react to the situation he finds himself in. Naturally this affords him the opportunity to turn and run as far as he can in the intervening seconds before his potential opponent(s) can act.

Whether or not NPCs pursue an individual or group that breaks initial contact is contingent on the factors below. PCs, of course, are always free to act as they see fit.

a) If the adventure key (or your personal notes) indicates that these NPCs will pursue intruders, this takes precedence.

b) If NPC actions are not predefined, NPCs will pursue unless said pursuit is a trigger event for a Tenacity check. Thus cowardly NPCs will only pursue if they outnumber their fleeing opponents by > 2:1, nervous NPCs pursue only if they outnumber the skitterers and steady NPCs pursue unless outnumbered. More tenacious NPCs always pursue.

Breaking Contact: From time to time players bite off a little more than they can chew. It happens. The dice go cold and what initially seemed like a manageable encounter turns into a life or death struggle. Sometimes the best option is simply to conduct a fighting withdrawal and then run for it.

Fleeing a superior opponent unfortunately often invites pursuit. They've literally got you on the run and want to press the attack to finish you off.

If the players attempt to disengage from a brawl, the NPCs may pursue. Consider the following factors when reaching your decision:

a) If the adventure key (or your personal notes) indicates that these NPCs will pursue intruders, this takes precedence.

b) Guards specifically posted to protect routes of entrance to a building or complex will usually mount an active defense and seek to run down intruders they have routed. This is a basic military tactic. Contrarily, creatures defending their nest are usually content in having driven off intruders.

c) If they were forced to make a morale check during the struggle, they will be leery of subjecting themselves to additional punishment. In this instance, roll a morale check applying a -1 penalty per morale trigger that occurred in the battle.

d) Subjectively evaluate the results of the battle from the NPCs' perspective. If they were getting trounced, they probably won't pursue.

Procedure For Breaking Contact: Simply continue the encounter as if a mêlée were under way. The withdrawing party will likely conduct retrograde movement each count while the pursuers must choose to either harry the fleeing party with missile fire or conduct movement to contact. They may alternatively permit escape depending on the factors listed above.

As GM, you must continually monitor the progress of the withdrawing party to see if the conditions under Terminating Pursuit have been satisfied. Keep track not only of the route of flight, but also of the amount of game time so spent, as some pursuit will automatically cease after a set period without confrontation.

Terminating Pursuit: Fleeing individuals may take actions to dissuade their pursuers. These could include:

a) Obstacles: The surest way of evading pursuit is to confine your pursuers. If the evaders can erect or enact a barrier (usually magically given the paucity of time), you must make a judgment call as to its effectiveness. An obstacle that requires several minutes to circumvent should require a morale check to continue pursuit. One that places the pursuers at risk of harm requires a morale check made at -4.

b) Visibility: The second best way to evade pursuit is to simply disappear. Pursuers who have lost sight of the pursued take a -1 Tenacity penalty for every minute the

pursued remain out of sight. Note: Going invisible or finding a good hiding place only fools the eyes. Creatures with enhanced senses of smell and hearing (i.e. dogs or wolves) will not be thrown off by your attempts to hide your visual presence in the least and will continue to pursue you undeterred as long as they can smell or hear you (they must make a successful tracking check to continue to follow and hone in on their target).

c) The enemy of my enemy: The pursued may pass through or near some other creature's territory that is hostile to the pursuing force, or at least not friendly to the pursuers. If it is possible that these creatures would come into conflict if the pursuit was sustained, the pursuers must make a morale check with appropriate modifiers based on their knowledge of the potentially hostile third party.

d) Distractions: PCs may discard food or treasure in their wake with the hope of satiating their pursuers' hunger or greed. Failing this, it may at least delay them.

i) Food: Food may distract pursuers of animal Intelligence or below, providing the food is what they find palatable. Unless you have a note as to how hungry or food oriented the creatures are, have the creature make a tenacity check when encountering the food. If they fail this check, the pursuers break off pursuit whilst the food is consumed. It is your judgment call as to whether or not the quantity of food slackens the pursuers' hunger sufficiently to negate further pursuit.

ii) Treasure: Treasure, including coins, gems, jewelry, rare stuffs such as ivory or spices, miscellaneous valuable items and/or magic may cause pursuers of Obtuse or greater Intelligence to be distracted. The value of items dropped, known, presumed or potential, will impact the likelihood of distraction.

Obviously, very small items of value - notably, gems and the like - have a chance of going completely unnoticed in the heat of pursuit and conversely a pouch of coins cannot be readily assessed as to whether is contains nearly worthless trade coins or gold. For expediency's sake, simply have the NPCs make a morale check with a -1 penalty for every 50sp worth of treasure. Should they fail, the pursuer will be distracted for the length of time necessary to gather up the treasure. It is your judgment call as to whether or not the valuables slacken the pursuers' greed sufficiently to negate further pursuit.

Barring explicit counteractions, declining prospects of catching the evaders may still dissuade pursuers.

Each of the following circumstances necessitates a tenacity check on the part of the pursuers. Should they fail, they are simply not sufficiently tenacious to continue the pursuit.

a) The pursued are in sight but over 150 feet distant (*alternatively, farther away than the pursuer can run in 10 seconds*); or

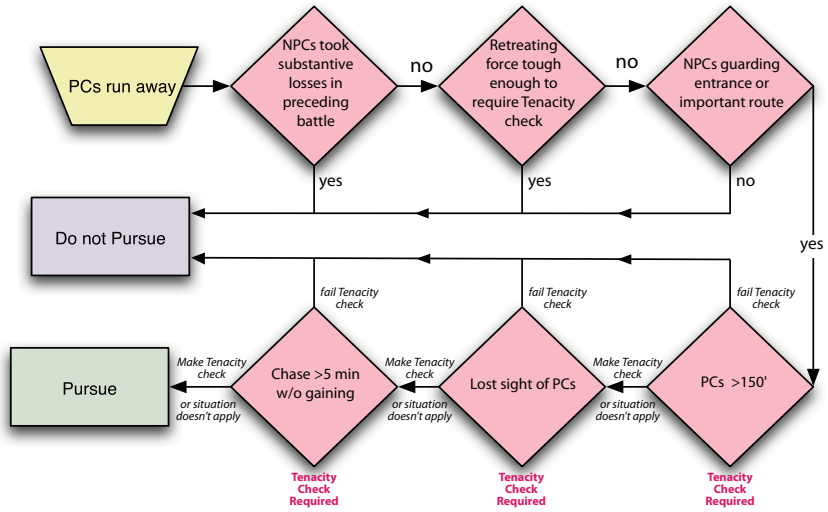
b) The pursued are out of sight and were over 80 feet distant (*alternatively, farther away than the pursuer can reach in 5 seconds*) when they left the perception of the pursuer(s). This circumstance requires a successful Tracking check to continue pursuit. If unsuccessful, pursuit ends.

c) Pursuit has continued over 5 minutes, and the pursuer has not gained perceptibly upon the pursued. This circumstance reoccurs at 5 minute intervals.

Note: Each and every tenacity check forced upon the pursuers is subject to a cumulative -1 penalty. At some point even the most persistent pursuer is going to call it quits.

What happens then when both pursuer and evader have identical movement rates? On the face of it, it's a race the absconding force cannot win. At best they can

Pursuit Decision Matrix



hope to keep a few seconds ahead of the bloodthirsty adversaries hunting them down.

From your perspective as GameMaster, this is an intractable situation as the chase could continue indefinitely when all participants have the same movement rate. Fortunately, the participants have some options.

Any time that a mêlée participant decides to turn and run from battle (i.e., flees - a one second action), his adversary has three options. First, he could decide to ignore the coward, which is generally the case when there are other more pressing foes in the area.

Second, he could choose to attack when his opponent cuts and runs. The attacker's next attack comes a full 50% more quickly than normal (rounded up). *For example, if the attacker has a speed of 8 and just attacked on count 22 when he damages the defender, causing him to flee, the aggressor can attack the fleeing character again on count 26 instead of count 30. But suppose in the same situation that the defender did not choose to flee on count 22, but instead waited for his attack on count 26. After missing wildly on count 26, the defender chooses to flee (which occurs on count 27 since turning to flee is a one second action). The attacker, who would have a chance to attack on 30, can now attack on count 27 (half his weapon speed would have put him at count 26) and may land a telling blow at the defender's rear as he turns to flee.*

The third option is to give chase. Assuming he is unimpeded by interceding allies of the defender, the attacker can immediately begin moving and chase the defender down. If he has superior movement, he may attack at his normal increment (assuming he chooses to continue the chase).

The defender, however, has one extra option to boost his speed. If a fleeing defender opts to discard his weapon, shield and any packs or parcels sufficiently cumbersome to provide a DR bonus (see p. 12 of the PHB), then the defender gains a temporary adrenaline-induced speed bonus of +25% in order to escape! Note that the dropped items may additionally impede the pursuer if in his path.

Some pursuers will choose to loose a last-ditch ranged attack (perhaps an arrow called shot to the hamstring to ease pursuit); however, most will quickly tire of a race they clearly cannot win and will retire to collect the goodies their vanquished opponents left behind.

Mapping During Pursuit: No mapping is ever possible whilst fleeing or chasing. Give no distance measures in moving the pursued. Give no compass directions either! In fact, it is within your jurisdiction to simply take any preexisting map away from the mapper. If he complains, return the map, but assess a 50% movement penalty and require a Feat of Agility (vs. d20+ any reasonable value) to avoid tripping and falling since he is looking at the map rather than pursuing/evading.

NOTE: Silver bullets may be cast by a common blacksmith. Silversmithing expertise is not required.

NOTE: Silver coins are too light to serve as substitutes for silver bullets.

WEAPONS

Improvised Weapons

You may encounter a situation where your players decide to make use of everyday objects as improvised weapons. You needn't be overly concerned about having a panoply of fully statted out improvised weapons as their use is bound to be infrequent at best and replaced by regular weapons as soon as possible. As such, we will provide you with guidance as how to employ these in your game. You are the final arbitrator.

1) Improvised weapons will mimic their nearest analogous weapon. Thus a lead pipe or table leg will approximate a club. A butcher's knife is analogous to a knife and a meat cleaver is similar to a hand axe. A pitchfork approximates a military fork. A woodcutter's axe approximates a battle axe. If in doubt, an improvised weapon defaults to bare-handed (fist).

2) Improvised weapons are, at best, equivalent to Shoddy (q.v.) weapons. For example, improvised knives and axes would rate as such given their close approximation to 'militarized' versions. Other improvised weapons tend towards Poor quality (q.v.). A table leg would be considered a poor quality club as it is not designed to be wielded as such. Items you've relegated to bare-handed (fist) equivalency are not depreciated in quality.

3) If an improvised weapon approximates a standard weapon, the user must be proficient in the emulated weapon or else he suffers non-proficiency penalties. Conversely, weapon specialization past +1 may NOT be applied to improvised weapons.

4) Improvised weapons *are always worse* than regular weapons. If they're not (e.g. your players are using them on a continuing basis), you've made an error that you should correct before the next game session.

Silvered Weapons

Plating an object in silver or gold, whether done for aesthetic reasons or for purposes of deception, is not an exceedingly difficult task for any whitesmith. Though there is a fair bit of skill involved in performing the task correctly, essentially it involves wrapping the item in a thin foil of the precious metal and then heating the object to weld the metals together via diffusion bonding. This self-soldering or brazing technique provides a strong metallurgical bond that is resistant to wear.

While a perfectly acceptable method for plating decorative objects (or counterfeiting coins), it has a very

serious drawback when used to plate weapons. [For those without a background or interest in material science, please bear with me.] The brazing technique, by raising the object to an elevated temperature for an extended period of time, induces a process called annealing in which an extremely hard metallic surface is softened by altering the grain structure of the metal. In effect, it reverses the painstaking work hardening process a skilled weaponsmith employed to create a durable blade. It is thus possible for a novice whitesmith to ruin an excellent blade (or mace, flail or other weapon) by plating it in silver.

Experienced silversmiths are well aware of this pitfall and have developed a solution. This method, known only to advanced whitesmiths, involves preparing a liquid amalgam of mercury and silver and coating the weapon surface. The mercury can subsequently be evaporated in a process requiring lower temperatures and shorter durations that does not disrupt the blade's temper. The result is an unimpaired weapon with a very thin silver veneer that is nonetheless capable of doling out severe wounds to lycanthropes and other creatures unaffected by iron or steel blades.

Cost: Knowledge of how to properly silver weapons is a trade secret known only to whitesmiths with advanced or better mastery. While the cost in materials is not insignificant, the cost for this service is raised considerably by the whitesmith guild's monopoly on the process.

Table 2.9: Silvering Costs

Item to be silvered	Cost
sling bullet (each)	6 sp
arrow, bolt or javelin (each)	20 sp
knife, dagger, hand or throwing axe	75 sp
short swords, other size M weapons, pole arms	150 sp
size L swords and axes	250 sp

Silver sling bullets are simply pure cast silver slugs weighing ~ 1 oz. An ancillary benefit is that they may be used as bullion (value 5 sp).

Wear: Weapons, by their very nature of usage, are subject to surface wear. No matter how good a coating is placed on a blade, repeated use will wear it off. To simulate this wear, any natural "1" rolled on an Attack die results in the silvering wearing off necessitating an [expensive] reapplication.

Lithic Weapons

Lithic (stone) weapons are limited to the following: Arrows, Hand Axes, Javelins, (mêlée) Knives, Short Spears, Slingstones, Spears, Throwing Axes & Warhammers.

Such weapons usually employ a chiseled axe head or Clovis spear/arrow point lashed to the end of a wooden shaft with animal sinew.

As they are made of stone, they are less effective and more prone to weapon breakage than metal weapons. This translates to:

1) A -1 penalty to damage when the defender is wearing medium armor and -3 if he is clad in heavy armor.

Near Perfect Attacks

A critical hit and a perfect defense are diametric extremes of a combative exchange.

However, to date, there has not existed an obverse to a "near perfect defense". To remediate this oversight, any roll of a 19 on the die made during an Attack is considered a "near perfect attack" and grants a +1 damage bonus to the resulting wound.

2) Any attack roll (on the die) of a 1 or 2 using a Lithic Weapon results in that weapon chipping (and any additional weapon damage a fumble may call for). Such chips impart -1 Attack & Damage penalties. Should a lithic weapon accrue four such penalties (i.e. receive a penalty beyond -4) it shatters and is thereafter unusable.

Holy Water

Holy Water is a sacred liquid (normally pure water but, depending on the faith, possibly some other aqueous solution with profound ritual symbolism) used for a variety of religious practices. Most commonly it is used to grant a blessing to followers at the conclusion of a worship service or ceremony. Alternatively, it is used to provide a measure of divine beneficence on the faithful by alleviating their suffering.

In game terms, holy water provides the following benefits to anointed followers of the faith that created it. Note that those who have not been inducted into the faith, even if of identical alignment, will not receive these benefits.

- They receive the equivalent of a *Bless* spell when holy water is sprinkled on them. *This effect mirrors the standard spell and does not provide for an augmented duration.*
- If fully imbibed, holy water functions as if a *Treat Disease* spell had been cast upon the follower.
- If the drinker is not ill, holy water restores 1 hp of damage if the full contents of the vessel are drank (this

NOTE: Lithic weapons do not require a special weapon proficiency. If one can wield a spear, it does not matter if its tip is stone, bronze or iron.

NOTE: "Holy Water" is a generic term applied to ritual fluids used in religious ceremonies regardless of the morals of said faith (even evil religions use "holy" water). All function similarly except with respect to searing the undead – Holy Water consecrated by faiths that cannot turn the undead has no effect on these creatures.

effect is superseded by disease remediation – e.g. healing occurs only if the drinker is not sick).

In most circumstances, holy water is stored in a consecrated font integral to the altar or otherwise in a prominent location amidst the trappings of ornamentation central to the religious practice. On occasion, a priest may have need to utilize holy water outside the confines of his temple such as when performing missionary work or attending to the faithful who cannot themselves reach the church (perhaps due to incapacitation). In such instances, holy water must be decanted into consecrated crystal vessels to retain its potency once withdrawn from the font. Such vessels contain 8 fluid ounces – sufficient Holy Water to perform 4 individual blessings or an adequate volume to enable the benefits stemming from drinking it.

For faiths with the power to repel the undead, Holy Water possesses an additional ancillary property - it inflicts searing wounds upon the malevolent unliving. The entire volume of a flask must be used, and inflicts a discrete 2d4p wound (unless the individual monster's entry lists a differing value), which bypasses the monster's DR entirely.

In addition to searing its corporeal form, Holy Water may compel the undead being to withdraw. The cumulative amount of damage the creature sustains from Holy Water in any 10 second interval should be used as the basis for a mechanism similar to a turning attempt (d20p+ creature's Will save vs. d20p+ Damage). If successful, the undead monster is compelled to conduct a Fighting Withdrawal special combat move for the next 30 seconds. The creature's opponents are, of course, free to press the attack if they so choose but at their own mortal peril…

Creating Holy Water: The ritual for creating Holy Water must be performed in an established church by the head priest of the congregation. Guest preachers, even those more experienced than the rector, may not perform this ritual in a church at which they are not the resident head of the order. As such, itinerant mercenary clerics need not concern themselves with these details. Those desiring to settle down and manage the day-to-day affairs of their own flock may consult *The Zealots Guide to World Conversion* for ritual information.

SAVING THROWS

Not all spells automatically affect other people, especially those that would be acutely unhappy with the potential results (such as having their skin melted off, or becoming a charmed slave). Anyone choosing to resist the power of your character's awesome spell usually gets a chance to save himself (or at least mitigate the spell's effects). Whether or not this is permitted is part of the spell's description. To save himself, a character can make an aptly named "Saving Throw" of the dice. He rolls a d20p and adds his level. In addition, each spell indicates what type of Saving Throw is permitted (Physical, Mental or Dodge). Depending on the character's attribute scores, he may gain a bonus (or penalty). Monsters simply roll a d20p and add the bonus or penalty for the spell type as listed in their entry in the *Hacklopedia of Beasts*.

The spellcaster also rolls a d20p, adding his level and any other bonuses or penalties (such as from expending additional or fewer SPs during casting). If the target's total equals or exceeds the spellcaster's total, he's made his save. The specific benefit gained by making a saving throw is detailed in each spell. A natural "1" result on any saving throw indicates automatic failure, unless the mage himself rolls a "1" on the opposed die check. *For example, a first level Mage casts a Scorch spell on a kobold. The spell description reveals that a Dodge save is permitted with a successful save resulting in half damage. The GM rolls d20p (getting 12) and adds the kobold's Dodge Save bonus (+2) for a total of 14. The mage also rolls d20p (getting 10) and adds +1 for his level, for a total of 11. The kobold made its saving throw (14 beats 11). The mage's player rolls 1d3p+6 points of damage, getting 1+6=7. Since the kobold saved, it sustains half of this value taking a 3 point wound (3½ rounded down).*

Poison Saving throws work in a similar fashion to saves against magic. Since poison is a direct attack on the body, the Constitution ability score modifies the saving throw. This roll is made against the poison's virulence factor plus a d20p, as obviously, the more potent the poison, the more difficult the resistance chance (i.e., save). The victim's level is of no consequence, as even the most experienced of warriors can succumb to a potent enough poison. Note that even a successful save may not be sufficient to avoid all ill effects, especially with the more toxic of poisons. In these cases, the character saves himself from the worst of it, but suffers a lesser effect as stated in the poison's description.

Characters exposed to disease can also attempt a saving throw to resist the infection and its effects. Like poison, disease is a direct attack on the body; thus, the Constitution ability score modifies the saving throw. This roll is made against the disease's virulence factor plus a d20p, as obviously, the more potent the contagion, the more difficult the resistance chance (i.e., save). The victim's level affords no modification as experience and skill cannot help to defeat a contagion. Note that even a successful save may not be sufficient to avoid all ill effects, especially with the more virulent of diseases. In these cases, the character saves himself from the worst of it, but suffers the lesser consequence stated in the disease's description.

Saving Throw Summary:

Monsters: Save = d20p + P/M/D save listed under monster

Poisoned Monster: Save = d20p + (2x ToP) vs. d20p+ Poison Virulence

Disease: Save = d20p+CON vs. Disease Virulence. Level does not add.

Poison: Save = d20p+CON vs. d20p+Poison Virulence. Level does not add. *Take Talents if a concern*

MONSTER POISON

The victim of poisoning is allowed a contested die check versus the toxin. He rolls a d20p and adds his Constitution score while the GM rolls a d20p and adds the venom's Virulence Factor. If the GM rolls above the PC's score, the victim suffers the full effect of the poison. In some cases, there is an ancillary toxic effect that occurs even if the resistance check is successful.

The chart below summarizes the poison effects of all creatures presented in the *Hacklopedia of Beasts*.

Monster	***Virulence Factor***	***Effect if save failed***	***Effect if save made***
Amoeba, Giant	11	incapacitated for 4d4p x10 seconds	none
Ant, Giant Soldier	10	3d4p damage	1d4p damage
Arakian Warrior	7	2d8p points of damage	none
Arakian Brood Watcher	9	2d8p points of damage	none
Basilisk	9	incapacitates for 4d6 hours and death	*see effect 3 below*
Bombardier Beetle, Giant	8	2d6p tissue damage; *rate=1HP/10sec*	2d4p tissue damage; *rate=1HP/10sec*
Catoblepas	7	*see effect 3 below*	none
Centipede, Giant	5	*see effect 1 below*	none
Centipede, Massive	8	2d8p tissue damage; *rate=1HP/10sec*	half damage; *rate=1HP/20sec*
Chimera (Snake Head)	8	*see effect 3 below*; death on nat 1 or 2	none
Cockatrice	7	*see effect 3 below*; no death on nat 1	none
Devil	13	Paralyzed 2d12p hours	none
Gorgon	10	Petrification	none
Imp	5	Paralysis for 2d12p hours	none
Hydra, Aquatic	# heads (x2)	Paralyzed 2d8p hours	none
Leech Man	8	-1 Attack and Defense for 30 minutes	none
Lindwyrm	7	Paralysis, bleed at 1HP/10sec	bleed at 1HP/10sec
Medusa	14	*see effect 4 below*	*see effect 2 below*
Scorpion	12	death	*see effect 3 below*
Snake, venomous, asp	9	*see effect 3 below*	none
Snake, venomous, rattlesnake	8	*see effect 3 below*	none
Snake, venomous, Xullith	13	cumulative -2 CON and -2 penalty to Attack, Defense and Damage every 5 minutes until dead	none
Giant Spider, big	5	*see effect 2 below;* (size Huge and larger unaffected) and half duration	none
Giant Spider, large	6	*see effect 2 below*	none
Giant Spider, very large	7	*see effect 3 below*	none
Giant Spider, huge	10	*see effect 4 below*	*see effect 2 below*
Giant Spider, gigantic	14	*see effect 5 below*	Per #5 but only d4p
Giant Spider, massive	19	death	Paralyzed d4 hours
Giant Spider, gargantuan	25	death	Paralyzed d12 hours
Tarantubat	9	-1 STR	none
Toad, Giant Poisonous	12 (or 9)	incapacitated for 5d4p mins, death on natural 1 or 2 on Poison Save	-1 to Attk, Def, Dmg for 5d4p mins
Wasp, Giant	9	*see effect 3 below*	none
Wererat (lycanthropy)	8	acquire wererat lycanthropy (see p. 352)	none
Werewolf (lycanthropy)	12	acquire werewolf lycanthropy (see p. 352)	none
Worm, Titanic	16	incapacitated 2d4 hours	none
Wyvern	14	2d6p hp loss at rate of 1 HP/s; incapacitated 6d4p minutes; natural 1 or 2 on save indicates death	d6p hp loss at rate of 1 HP/s; -1 to Atk, Def, Dmg for 6d4p minutes

Common Poison Effects	***Consequences***
Effect 1	Inflammation that results in d6 hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached. *Size H and larger creatures are unaffected.*
Effect 2	Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -1 penalty to Attack, Defense & Damage for 2d12 hours.)
Effect 3	Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -2 penalty to Attack, Defense & Damage for 2d12 hours.) A natural "1" on the victim's saving throw indicates death.
Effect 4	Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -3 penalty to Attack, Defense & Damage for 2d12 hours.) A natural "1" on the victim's saving throw indicates death.
Effect 5	Tissue damage results in 2d6p hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached.
Death	Character is immediately incapacitated as per a failed Trauma check. Death occurs in 2d4p-1 minutes.

You should handle your monster saving throws against magic in a similar fashion. Each *Hacklopedia of Beasts* monster entry contains a listed modifier for physical, mental and dodge saving throws. Monsters simply roll a d20p plus attack bonus and add the listed bonus against the difficulty level determined by the mage (d20p plus level).

Poisoned or diseased monsters receive a d20p plus twice their Threshold of Pain save against a d20p plus the virulence factor.

Undead Energy Draining: Many varieties of the undead sap the life energy of mortals with their touch. This process, colloquially known as "energy draining", is reflected by ability score reductions commensurate with the damage inflicted. Characters may attempt a saving throw to mitigate this effect by rolling an opposed check (a d20p plus their current Constitution score) versus a d20p plus the undead creature's Will factor. A successful save reduces ability score reduction by half (rounded up).

Any creature whose ability score is reduced to zero from an energy draining attack perishes. Such a victim will rise from the grave the next day, a half-strength undead of the same type and under complete control of the undead that slew him. Lost ability points (for survivors) can be regained with rest; for each hour of complete rest, the victim may attempt a Con check (using his original, undrained Con score) against the undead's Will Factor. Success indicates one point returns. A critical failure (roll of one) indicates that the loss of that point is permanent. The process continues until all points have been returned (save any losses due to critical failures – these points are lost permanently).

Prior to complete rest, lost Dexterity points reduce Attack, Defense and penalize Initiative on a one-for-one basis. While it's true that this penalty is far greater than recalculating those scores based on the new Dexterity score, the added penalty reflects the victim's reliance on Dexterity he no longer possesses. Attempting moves of which he's no longer capable and so forth makes him even less effective than a character of like Dexterity reacting within his normal competence. Damage reduction due to Strength loss should be recalculated from the charts based on the new Strength score (a simple adjustment that can be made on the fly). Note that drained Constitution results in a loss of hit points on a one-for-one basis because the character's Constitution score has dropped (until rest returns some or all of the lost Constitution).

Poison Use

Players may look upon venomous creatures as a valuable source for obtaining poisons that they can harvest and subsequently use to aid them in their nefarious exploits. This is a mistaken premise for a few reasons.

1) Monster poisons evolved to be suited for delivery by the creature's stinger (or fangs, etc) not via application to a bladed weapon. A monster injects its toxin via muscular contraction of a reservoir sac through a narrow conduit in the stinger or fang. As such, the venom is necessarily very fluid. Were such a toxin harvested and applied to a blade, it would not adhere well to the surface. Subsequent injuries caused by this "poisoned" blade will have no toxic effect as the already very diluted poison (the majority having run off the weapon) depends solely on diffusion to enter the victim's bloodstream rather than receiving the stimulus of mechanical advection.

2) Monster poisons are typically complex organic compounds rather than simple molecules. These compounds are subject to degradation once removed from the host organism (said host's lethality is dependent on constantly refreshing its store of toxins via a specialized gland). Obviously the death of the host ceases such glandular activity. Any residual poison will rapidly oxidize once removed from the creature and quickly become harmless. Assume that monster derived poisons grant the victim a +1 cumulative save bonus for every day that's passed since it was extracted from a host and are completely inert after a fortnight.

Obviously numerous toxic substances exist but the vast majority need to be ingested in order to enact their lethal effect. There is a time and place for this type of nefariousness but it largely falls outside the realm of most dungeon crawl variety adventures. What most PCs interested in poisons want is a toxin that they can smear on their blade and insta-kill their subterranean opponents. Unfortunately this is the stuff of Hollywood fiction.

The closest approximation to this sort of poison is one derived from plant alkaloids. These are chemically stable and can be mixed with resins or gum arabic to form a sticky paste that can be applied to arrows or blades. Note that an application is good for one strike only. Information on how to create such a poison can be found in *The Griftmaster's Guide to Life's Wildest Dreams: The Fast Track to Riches and Infamy*.

An individual stuck by a typical poisoned missile (or stabbed by a coated weapon) must save vs. a VF 12 toxin (i.e. roll d20p+CON score to meet or exceed d20p+12). Should he fail, the poison begins to take effect after a 120 second delay. The victim will then begin to feel dizzy and flushed (suffering -1 to Attack, Defense & Damage and +1 Fatigue). Soon his arms and legs begin to feel heavy. Every 10 seconds thereafter he suffers an additional (and cumulative) -1 penalty to Attack, Defense & Damage and +1 Fatigue. This continues until penalties equal the amount he missed his save by (e.g. a PC with 12 CON who rolled 8 on his d20p vs. a d20p result of 14(+12) would continue to accumulate penalties until they equaled -6. This occurs 170 seconds

after the initial poisoning). Should penalties reach -10 (or -8 for size S characters), the victim becomes immobilized and can no longer breathe. At this point the GM should consult the asphyxiation rules.

Multiple injections of plant alkaloid poison are cumulative in effect. Should the victim survive, penalties fade by 1 point every 30 minutes.

As you can see, poisoning opponents can be fatal but onset time is a severe limitation. From a tactical perspective, it is often far less trouble to simply hack down your enemies.

Honor Hits: Using poison against a sentient enemy is a tacit acknowledgement that you're a sniveling wimp and can only defeat your opponent by underhanded means. Even an assassin calls into question his skills should he utilize such means – surely if he were a skilled killer he would not have to rely on poison as a crutch.

Anyone using poison – successfully or not – suffers an immediate 2 point loss of Honor (1 for assassins and priests of the House of Knives) per attempt. People simply do not like or trust folks who resort to poison.

THE AERIAL-TERRESTRIAL COMBAT INTERFACE

A number of creatures possess the power of flight. Thus begs the question, "How do I handle aerial combat?" Before we delve into any mechanics, let's step back and take a bird's eye view of what we hope to address here.

Creating a realistic mini-game permitting hippogriff mounted knights to refight Richthofen's War in all its glory, while undoubtedly cool, is a huge undertaking that can only appeal to a very small subset of players and – more importantly – in very specific and unique situations engineered by the GameMaster. That an entire party would possess the skills and mounts or magical items necessary to field their own flying circus thus enabling everyone at the table to participate rather than acting as bystanders to a single player's exploits is truly a corner case.

As a practical matter, players will be hard pressed to mount a credible offensive aerial threat. Spells such as *Flight* provide incredible tactical mobility though at a velocity readily tripled by potential adversaries. Pixie-Fairy characters, though capable fliers, can scarcely be counted upon to be more than nuisances to any foe worthy of engagement.

Engagements with flying creatures will thus predominantly occur at the "aerial-terrestrial interface".

If you glance at the chart of fliers presented in the *Hacklopedia of Beasts*, you will readily note that a majority of these possess the 'hover' capability. Simply put, these creatures are able to maintain a relatively fixed position whilst airborne. When engaging terrestrial opponents, they can be treated much as you would any land based combatant. Obviously they have some advantages such as ignoring any penalties stemming from poor ground conditions (see Situational & Environmental Modifiers: Footing and Combat) as well as an overhead escape route facilitating special combat moves such as Give Ground, Fighting Withdrawal or Flee. Theoretically you could arm a Harpy with a pole arm and have her hover outside of the reach of the PCs' swords and axes but that's a special case as all other hover-capable fliers either employ short reach natural weaponry (or very short reach weapons). However, by and large, these creatures can be handled no differently than any other adversary the party might confront.

The 'hard' part involves the mere 10 remaining fliers incapable of hovering. These creatures must make a flyby 'strafing' attack should they wish to attack ground-based opponents. Functionally, this is no different than a Charge Special Combat Move except that no Dexterity based Defense penalty is applied as the creature can maneuver in flight as it approaches.

Tactical Movement: The assumption is that you're going to integrate fliers into a functionally two-dimensional battlefield. Incorporating elevation necessitates some added complexity but nothing onerous.

Elevation Notation (Altimeter): It is important to make note of and track a creature's elevation. A simple solution is set a twenty sided die next to the miniature you're using to represent the flying creature. Each integer (i.e. numbers 1-20) represents 5' of elevation (functionally a simple altimeter). Thus a Harpy currently flying at 10' would have a die with the number 2 facing up beside it. Should a creature land, remove the die.

Table 2.10: Flying Monsters

Monster	Hover?	Fly Speed
Beetle, Giant Bombadier	✔	20
Dinosaur, Pterosaur	✘	30
Eagle, Giant	✔	60
Air Elemental	✔	75
Gargoyle	✔	25
Gorgon	✘	30
Griffyn	✘	35
Harpy	✔	25
Hippogriff	✘	40
Imp	✔	20
Lindwyrm	✘	25
Pegasus	✘	40
Pixie-Fairy	✔	30
Roc	✘	50
Shadow	✔	40
Sphinx. Andro	✘	30
Sphinx, Gyno	✘	25
Sphinx, Crio	✘	25
Sphinx. Hieraco	✘	40
Strix	✔	20
Tarantubat	✔	25
Wasp	✔	30
Will 'o Wisp	✔	15
Wyrm	✘	30 (ungainly)
Wyvern	✘	30

Second-by-Second Flying Movement Types

Fliers have 4 movement options: level flight, climb, glide and dive.

Level Flight: The creature travels forward at its rated fly speed as listed in the Hacklopedia of Beasts.

Glide: The creature makes a gentle descent losing 1 foot of altitude for every 2 feet of forward movement. The creature still moves forward at its rated fly speed as listed in the Hacklopedia of Beasts (thus from a two-dimensional BattleMap perspective its speed is unchanged). Change the elevation die by half the fly speed at the completion of movement. For example, a Hippogriff, currently flying at 60 feet (represented by a die with 12 facing up set next to the figure), conducts a glide. Its fly speed is 30 so the GM moves it forward 6 inches (assuming you're using a 1"=5 feet scale) and then reduces its height by 15 feet (half its fly speed) by setting the die next to it to 9 (60' – 15' = 45'; each number on the die representing 5 feet).

Dive: The creature makes a steep descent losing 1 foot of altitude for every foot of forward movement. The creature still moves forward at its rated fly speed as listed in the Hacklopedia of Beasts. Change the elevation die by the full fly speed at the completion of movement. For example, the same Hippogriff, now flying at 45 feet (represented by a die with 9 facing up set next to the figure), conducts a dive. Its fly speed is 30 so the GM moves it forward 6 inches (assuming you're using a 1"=5 feet scale) and then reduces its height by 30 feet (half its fly speed) by setting the die next to it to 3 (45' – 30' = 15'; each number on the die representing 5 feet).

Climb: The creature strives to gain altitude, increasing elevation by 1 foot for every 2 feet of forward movement. Climbing reduces listed fly speeds by half. For example, a Pixie-Fairy, currently flying at 10 feet (represented by a die with 2 facing up set next to the figure), attempts to climb to avoid some ogres. Her fly speed is 30 so, while climbing, her effective speed is 15. The player moves his cute little figure forward 3 inches (assuming again a 1"=5 feet scale). She gains half her forward movement in height (15÷2=7½ feet). Although technically at 17½', the player sets the die next to it to 3 (15') as gradations this fine are not supported. Were she to continue climbing, gaining another 7½' the following second (putting her at 25'), her altimeter can be increased by 2. This is functionally no different than a heavily encumbered character with 7½ movement alternatively progressing 1 square then two on alternate seconds.

Switching movement types:

From a level flight, a flier can opt to change to a glide, dive or climb the following second.

From a glide, a flier can return to level flight or conduct a dive during his next move.

From a dive, the flier may only switch to a glide. This makes diving potentially hazardous if there is insufficient clearance to pull out of the descent.

Table 2.11: Turning in Flight

Speed	25	30	40	50	60
Turning Radius	35′	50′	85′	135′	195′
Turning Diameter	70′	100′	170′	270′	390′
360° turn time	9 s	10 s	14 s	17 s	20 s

From a climb, the flier must return to level flight before contemplating a dive.

Turning: Fliers can make a 30° facing change each second. If a flier is simply wheeling around intent on another attack, you can consult the table below to determine its turning radius and time to complete the circuit.

Take Off: Fliers with the Hover ability can immediately bound into the air from a standstill (this action is functionally identical to a climb). This takeoff can be made in any direction (e.g. forward, back, left or right) except straight up as forward motion (*'forward motion' here meaning movement in the x-y plane irrespective of direction and not 'straight ahead'*) is necessary to gain elevation.

Other fliers must complete a run for 1 second before becoming airborne.

Landing: Hover capable fliers have a 5th movement option called vertical descent. In essence this is a controlled fall in which the flier arrests its velocity to a safe value. Vertical descent occurs at half fly speed with all distance bled off altitude exclusively.

Vertical descent may only be initiated from level flight or a glide.

Other fliers MUST conduct at least a full second's worth of glide movement before touching down else they crash (see below). Such fliers hit the ground running and must move 1 second at this speed before they may decelerate. At this point they are conducting movement as any other terrestrial creature.

Crash Landing: If a flying creature cannot conduct at least a full second's glide movement before their altitude reaches 0, they will crash land. This counts as a fall from a height in feet equal to half their fly speed. See Falling Damage on p. 282 of the *Player's Handbook*. Favorable ground conditions will remediate possible damage as with any fall.

In addition to falling damage, those crash landing are knocked prone and drop all held items as the ancillary critical hit effect.

Special Injuries:

Knockbacks: If a flier is hovering whilst attacking an opponent and suffers a knockback, it is simply battered back the appropriate distance. Easy peazy lemon squeezy.

A flier attacking from a glide or level flight is another matter. The following rules apply in this instance.

A knockback forces an immediate 30° turn. If the creature was gliding, it cannot change to level flight for a full second thereafter and may be forced to land (e.g. it cannot pull out of its descent and the altitude loss may mandate landing). A creature in level flight cannot change to climb for a full second thereafter.

A double knockback (or more) forces a 45° turn and compels the flier to crash land (q.v.).

Threshold of Pain: A hovering creature failing a Trauma Check immediately drops to the ground and suffers falling damage based on their current height.

Creatures in flight immediately enter a dive. They continue to move in a straight line at their last heading, losing altitude every second at their fly speed until they impact the ground. Falling damage is calculated based on their altitude when disabled.

Discussion of specific monsters:

Dinosaur, Pterosaur: These reptiles glide to the attack seeking to impale small prey with their beak. They immediately land thereafter to retrieve the corpse.

These are cowardly creatures accustomed to ambushing size T prey animals. Conceivably they might attack a lone size S character.

Gorgon: Though capable of flight, this power is only used for circumventing obstacles or as a means of facilitating escape. Gorgons always attack on the hoof.

Griffyn: These creatures are aerial ambushers that will glide down for a massive first strike before landing and then tearing up the wounded and disoriented victim. When attacking from the air, it uses both claws in tandem as a single strike for 4d4p+8 damage. Only if it fails in this initial attack will it wheel around for another pass.

Hippogriff: Perhaps owing to their half-griffyn parentage, these creatures have a remarkably similar hunting pattern. They too combine their claws in a single attack when striking for the air, though only for 4d6p.

Lindwyrm: This dragonesque creature cannot employ the climb or level flight options. As unskilled fliers, their preference is to employ flight as a means of positioning themselves to deny an easy escape route rather than to directly attack. Only marine prey will be so assailed, the wyrm being less wary of a crash landing at sea. When attacking from the air, it uses both claws in tandem as a single strike for 4d8p damage.

Pegasus: These equines will employ level flight to trample an opponent from above. While it gains the Attack bonus of a charge, effective knockback damage is not doubled as the kick occurs as the creatures passes over. Pegasi will preferentially wheel around and repeat this attack rather than land.

Roc: These ginormous birds glide down to execute a double claw attack for 12d6p that also securely restrains the victim – should that be necessary. They will immediately turn and gain altitude as quickly as possible. Dead or incapacitated prey can be leisurely consumed in-flight. Note that creatures smaller than a horse are unlikely to be considered as either prey or adversaries.

Sphinxes:

Androsphinx: This noble being uses flight primarily to gain tactical superiority rather than as a primary attack vector. If airborne, it will initiate hostilities (if warranted) by roaring as it flies over its opponents, keeping out of short range of projectiles. It will wheel around and assess the effectiveness of its roar before deciding on its next action. Were it to fly straight at an opponent, it uses both claws as a single attack inflicting 6d12p+6 damage.

Gynosphinx: These narcissistic creatures depend almost exclusively on their wits and magical prowess for defense. Physical combat is a last resort. They will only use flight for evasion or tactical advantage.

Criosphinx: This sphinx will initiate an attack by charging on land and then take flight as its next course of action (usually the second after as it's already at takeoff speed). Once it wheels around, it will fly at any uncowed opponents and headbutt them again – this time from altitude. It may continue to wheel around and headbutt (this being its preferred attack) or land and engage in terrestrial combat.

Hieracosphinx: This creature is another avian-feline hybrid ambusher that will glide in for a massive first strike before landing and advancing on foot to tear up its crippled prey. When attacking from the air, it uses both claws in tandem as a single strike for 12d4p damage. Only if it fails in this initial attack will it wheel around for another pass.

Wyrm: These dragon-kin are notably ungainly fliers. It must run in a straight line for a full 5 seconds to become airborne. In flight, they may only perform 15° turns and gain altitude at but 1 foot per 3 travelled. Wyrms can make a single airborne attack while descending on a land bound creature (utilizing both claws in tandem for 4d10p damage) but must immediately land thereafter.

Wyvern: Sky Vipers relish airborne combat and will preferentially use this attack form. From a glide they will strike at a foe, buffeting and clawing as they pass. They will wheel around using their serpentine neck to assess the effectiveness of their assault. If stymied by terrestrial opponents using long reach weapons, they may fly past at higher altitude (~15') and lash out with their stinger instead.

Note: Wyverns may bound into the air as a creature with the Hover capability when taking flight.

Speeding Up Combat

If combat takes an excessively long time to resolve, you have only yourself to blame. Your job is to direct this chaotic and violent aspect of dispute resolution. You are not a peer to your players and acting as such does a disservice to all parties.

Running efficient combat encounters falls on your shoulders. The key is driving the count. Players will, of course, take as much time as you give them. Without stern discipline, they will attempt to coordinate each and every second of the battle as if they were moving tank regiments across the Ukraine in a strategic wargame. This is natural given the fact they are gamers and they are not to be chided for such thinking. It is *your fault* for permitting such extravagant coordination time.

This is combat, not a chess duel with Bobby Fischer. You must enforce the sense of urgency by rigorously advancing the count. Count seconds off at a steady pace. Should players miss their count, they miss their action and have to take it on the current second. There's bound to be hurt feelings with the obligatory, "Hey, I was going to…" DO NOT waver by returning to the missed count. By doing so, you reinforce the perception that players are in control of the timeline and that they are permitted endless time to state their actions. You snooze, you lose should be your bywords. Players will quickly pick up on this and act accordingly.

Continuously pushing the count, despite player dawdling or inattentiveness, keeps things moving. Doing otherwise will ensure that all of your battles take 2-3 hours to resolve. Obviously you should moderate this zeal if players are learning the ropes but from my experience it's usually the passive GM who is responsible for things dragging. A GM who hesitates on the count and allows players to coordinate actions and talk too much (*how much could you actually convey in ONE second of combat?*) allows time to stretch out. Skilled GMs ensure the action proceeds apace thus maintaining suspense and tension. You are being a bad mentor to your players if you permit them to persist in their bad habits. Much as with parenting or coaching, you need to correct poor behavior with discipline regardless of whining and pouting.

Spells: A second cause of prolonged combat resolution is mages (and occasionally clerics) not knowing the game effects of a spell they are casting and having to read the spell from the *Players' Handbook* upon employing it. It is totally unacceptable for a spellcaster to delay play for this reason. You are well within your rights as GM to rule that a player must be fully cognizant of any spell that his character casts and, failing this, the spell simply has no effect – mark it off and proceed. It may seem harsh but it's for the common good. Trust me, it takes but one application of this rule to ensure that spellcasters are on top of their game and not wasting everyone else's time due to their failure to prepare.

Freedom of Action

Clerics of The Face of the Free possess a wholly undervalued ability called **Freedom of Action**. This provides the opportunity to escape from the grasp of the significant number of monsters with such ability. Seriously, it rocks!

How to handle this in practice: This ability grants the cleric automatic success on any opposed Feat of Strength check to escape a monster's grasp. Note that it does not prevent the creature from scoring a hit (or grabbing the cleric) and *does require* that the cleric take a specific action to free himself. Thus a Messenger of Liberty must interrupt his attack routine (resetting his count) and proceed to take another 5 second action (squirming free).

Example: A Messenger of Liberty encounters a large number of zombies. These undead must first grab hold of a victim before they can begin gnawing away at him and doing automatic DR-less damage.

Let's say that 2 of the 3 zombies he encounters manage to score hits upon the initial "base to base" encounter (second 1). 10 seconds later (11), all 3 will be able to automatically do d4p damage that ignores armor DR as they've met the condition for zombie mauling (i.e. 2 successful grab attacks by any combination of surrounding zombies).

Freedom of Action permits him to automatically succeed at the Feat of Strength check (vs. 20+12) to escape. This can be performed every 5 seconds. The cleric's player opts to cease attacking and concentrate on escaping beginning on second 2. On second 7 he escapes the first zombie's grasp (no need to roll) thus negating their ability to gnaw at him since there is only 1 hold. On second 12 they attack again with 1 scoring a hit. He is thus back in the danger zone with automatic damage set to occur on second 21. However, he continues to focus on escaping breaking one hold on second 12 and another on second 17. Having totally freed himself, he opts to go back on the offense – however he cannot get an attack in with his longsword (spd 10) until 28 (he changed actions on 18 and must wait 10s – his weapon speed).

Freedom of Action also grants a cleric of The Face of the Free immunity to any spell or magical effect that could potentially bind him in place (such as *Viscous Webbing*), escaping automatically after 5 seconds of effort. Spells that would only restrict his movement (such as *Slippery Surface*) affect him normally.

NOTE:
The Freedom of Action power does not passively prevent ensnarement. The cleric must take a 5 second action to free himself possibly resetting his count if in mêlée. Defense whilst freeing oneself is uncompromised (i.e. all bonuses apply).

FUMBLES

If an attacker fumbles (that is, an attacker rolls a natural "1" on his Attack die with his modified total not exceeding the defender's), he should note the difference between his modified Attack roll and the defender's modified Defense roll. Multiply this value by 10 and add it to a d1000 roll to determine a final result on the Fumbles and Mishaps Table.

Note that if this result is an odd number, the defender gains a free counter-attack in addition to the baneful effect prescribed on the chart.

Most of the results are self-explanatory. However, the following groupings require further elaboration.

Sprains/Hyperextension: These results impose a -1d3 Attack penalty. If the injury occurs to the lower body, an additional impediment (reducing movement by 50%) is applied.

Sprains require xd3 weeks to recover from (where X is the Attack penalty resulting from the injury). If X>1, the character gets incrementally better as his injury heals. For example, if he suffered a -3 Attack penalty that required 6 weeks to heal, he drops to a -2 Attack penalty after ⅓ the healing time [2 weeks]).

Muscle Tear: If a tear is indicated, healing time increases by 50%.

Strains/Pulls: These results impose a -1d4p Attack penalty. If the injury occurs to the lower body, an additional impediment (reducing movement by 50%) is applied.

Strains require xd3 weeks to recover from (where X is the Attack penalty resulting from the injury). If X>1, the character gets incrementally better as his injury heals.

Torn Ligament/Tendon: These results require 2Xd3p weeks to recover from. In addition, half of the penalties are permanent. For example, Joe the Fighter suffers a torn ligament in his shoulder resulting in a -4 Attack penalty. He rolls 8d3p getting 15 meaning that it takes 15 weeks to recover from his injury. Since half is permanent, his Attack penalty is reduced to -3 after 7½ weeks and -2 after 15. The -2 is a permanent disability.

Weapon Damage Due to Fumbles and Mishaps:

The quality of workmanship of a weapon has a direct effect on the result of a fumble that indicates weapon damage:

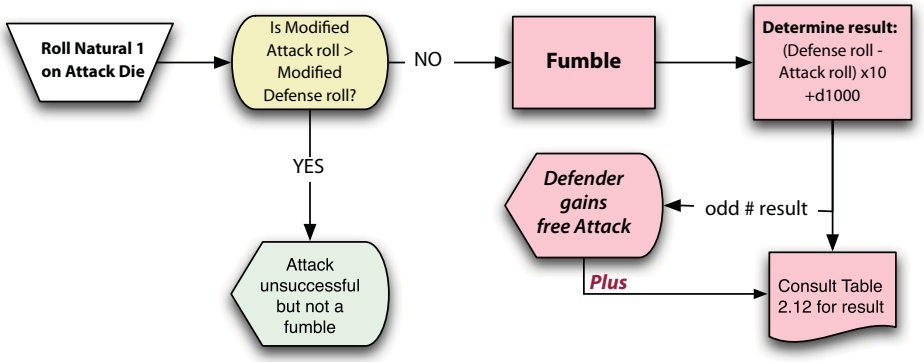
Please refer to Chapter 5: Between Adventures (p. 124-127) for details on the susceptibility of low quality weapons or the durability of high quality ones when a fumble result indicates damage to a weapon.

Weapon damaged/broken results when using natural weaponry: If a combatant is using natural weaponry (i.e. claws, bite or fisticuffs), any result of 437-616 is superseded by the following:

"Attacker suffers d4p wound (DR does not apply) to claw, mouth or hand. Subsequent attacks using said appendage subject to -2 Attack and Damage penalties until the wound is healed."

Magical Items:

In general, magical weapons, armor and items do not break upon receiving fumble damage. It is this property that has allowed these potent talismans to survive through the ages, unscathed. Should the Fumble table indicate that a magical weapon takes damage, it sloughs off the result. This does not mean that magical items are indestructible – most have one (and only one) specific way they must be destroyed, and specific magic item descriptions may indicate other specific instances in which they suffer damage.



NOTE: Nursing (i.e. a First Aid provider's care) does not encompass modern physical therapy and does not speed healing times for sprains, hyperextensions, muscle tears, strains, pulls, torn ligaments or torn tendons.

NOTE: If a permanent limitation results from an injury whose initial penalties are not divisible by two, round down any fractions to the next integer. *For example, if Joe the Fighter's torn ligament resulted in a temporary -3 Attack penalty, after recovery he would have a permanent -1 penalty.*

Table 2.12: Fumbles & Mishaps

modified d1,000 roll	*Effect*
No Additional Effect (1-200)	
1-200	No special ill effect
Hindrance (201-263)	
201 - 216	Sweat in your eyes, -1 to attack for 10 seconds
217 - 232	Blood in your eyes, -3 to attack for 10 seconds
233 - 247	Random nearby* ally is Automatically hit (by their opponent) and ally's weapon count resets
248 - 263	Distracted by ally or opponent; add d4p seconds wait time before next attack and -4 penalty to Defense whilst so distracted
Equipment Mishap (264-398)	
264 - 276	Boot/footgear breaks, -1 to attack and defense until repaired or discarded
277 - 318	Backpack, pouch or other container strap breaks, -1 to attack and defense until item repaired or discarded
319 - 343	Belt, girdle, etc. breaks -1 to attack and defense until item repaired or discarded
344 - 364	Armor loosened, -1 to attack and defense until readjusted (by redonning or by another person helping for 10 seconds)
365 - 370	Armor strap breaks, and -2 to attack and defense until repaired
371 - 398	Shield strap breaks, -3 to attack and defense until repaired or discarded
Armor Damage	
399 - 436	Damage own armor (1 point)
Weapon damaged/broken (437-616)	
437 - 472	Handle Broken, -1 Attack penalty
473 - 508	Blade/head broken, -1 to damage
509 - 517	Blade shattered (useless)
518 - 526	Handle/haft sheared (useless)
527 - 535	Sheared (useless)
536 - 553	Handle Badly Broken, -2 Attack penalty
554 - 571	Blade/head badly broken, -25% to damage
572 - 580	Blade/head sheared/cracked, -50% to damage
581 - 616	Edge dulled, nicked and/or cracked, (-1 Attack penalty/-1 to damage)
Unbalanced (617-688)	
617 - 630	Overextend: +d4 seconds penalty to next attack, -2 to next defense roll
631 - 644	Hinder a random, nearby* ally: they suffer +d6 seconds penalty to next attack and a -(d4+1) to hit penalty on next attack roll or 25% chance of hitting you instead; *if ally is arcane spellcaster in midst of casting a spell this counts as "Caster struck by blow absorbed by body armor" for purposes of Spell Mishaps*
645 -658	Off balance: +d4 seconds to next attack
659 - 672	Overextend: -2 to next defense roll
673 - 688	Slip: make Feat of Agility check (vs. d20p+6) or fall prone plus -6 to all defense and attack rolls for 10 seconds.
Non-weapon injury to self (689-774)	
*Non-weapon injury to self: sprains/hyperextensions***	
689 – 690	big toe, left
691– 692	big toe, right
693 – 694	foot, left
695 – 696	foot, right
697 – 698	ankle, right
699 – 700	ankle, left
701 – 702	knee, right
703 – 704	knee, left
705 – 706	hip, right
707 – 708	hip, left
709 – 710	wrist, right
711 – 712	wrist, left
713 – 714	shoulder, right
715 – 716	shoulder, left
717 – 718	elbow, right
719 – 720	elbow, left
721 – 722	neck
723 – 724	back
725 – 726	achilles, left
727 – 728	achilles, right
*Non-weapon injury to self: strains/pulls****	
729 – 730	calf, left
731 - 732	calf, right
733 – 735	hamstring, left
736 – 738	hamstring, right
739 – 740	quadriceps, left
741 – 742	quadriceps, right
743 - 744	gluteus max
745 – 746	forearm
747 – 748	bicep
749 – 751	tricep
752 – 759	lower back
760 – 761	side
762 – 766	upper back
767 – 768	shoulder, left
769 – 770	shoulder, right
771	neck
772 – 773	hip
774	abs
Injure Ally (775-864)	
775-864	Automatically inflict damage to a random nearby* ally; roll damage dice, add strength bonus or penalty (*though no bonuses from talents or specialization*), attempt Feat of Agility check (vs. d20p) to deliver only half damage
Lose Weapon (865 - 1044)	
865 - 941	Drop weapon at feet
942 - 964	Drop weapon 2 feet away
965 - 982	Drop weapon 3 feet away
983 - 995	Drop weapon 4 feet away
996 - 1004	Toss weapon 5 feet away
1005 - 1010	Toss weapon 6 feet away
1011 - 1015	Toss weapon 7 feet away
1016 - 1020	Toss weapon 8 feet away
1021 - 1024	Toss weapon 9 feet away
1025 - 1028	Throw weapon 10 feet away
1029 - 1031	Throw weapon 11 feet away
1032 - 1034	Throw weapon 12 feet away
1035 - 1037	Throw weapon 13 feet away
1038 - 1039	Throw weapon 14 feet away
1040 - 1041	Hurl weapon 15 feet away
1042 - 1043	Hurl weapon 16 feet away
1044	Hurl weapon d4p+16 feet away
Injure self (1045-1100)	
1045-1100	Clumsily incur self-inflicted wound; roll damage dice, add strength bonus or penalty (*though no bonuses from talents or specialization*), attempt Feat of Agility check (vs. d20p) to sustain half damage
Roll twice summing all results (1101-1200)	
Roll thrice summing all results (1200+)	

* nearby is defined as 5' + weapon reach, if these conditions are not met, the result is negated.
** one in 6 sprains result in a muscle tear
*** one in 6 strains result in a torn ligament or tendon
If multiple rolls are called for and identical results are obtained, then extend the durations.

NOTES:
Result 233-247 is counted as a free attack from the Attacker's perspective and does not reset the attacker's count.

On a result of roll twice (or thrice), the first odd result affords the defender a free attack. Any subsequent odd results do not as only a single riposte is possible.

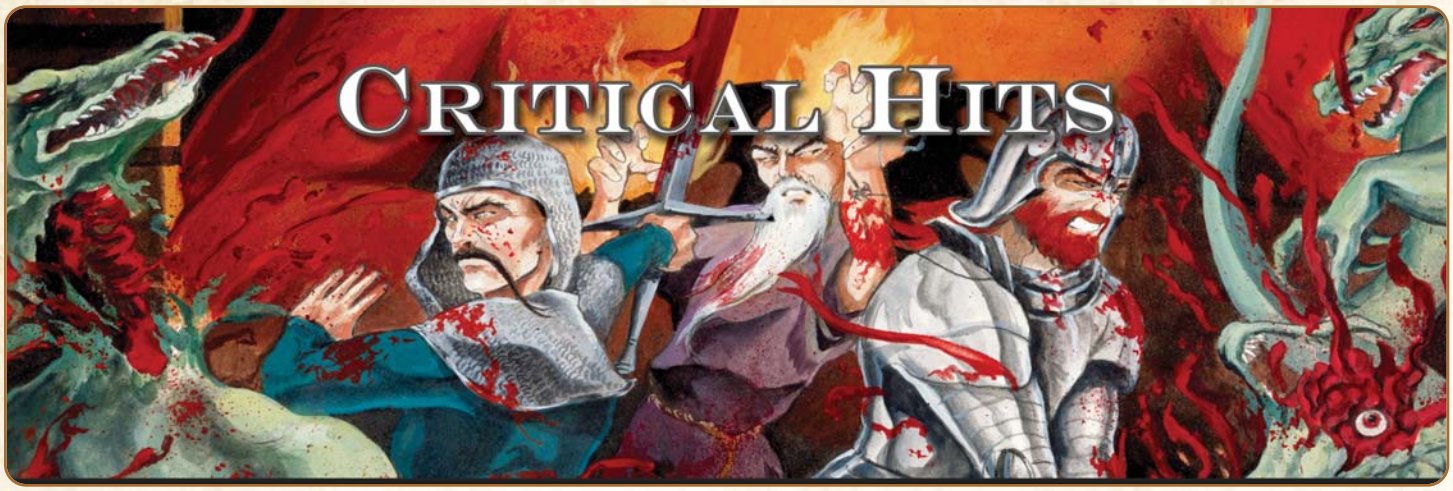
REMEMBER: On odd numbered results, the defender gains an immediate (i.e. same count) free counter-attack in addition to the baneful effect prescribed on the chart. Should the Attacker have a normal attack this second, the freebie occurs one second later.

Table 2.12a: Fumbles & Mishaps (Archery Specific)

modified d1,000 roll	*Effect*
No Additional Effect (1-200)	
1-200	No special ill effect
Hindrance (201-263)	
201 - 216	Sweat in your eyes, -1 to accuracy for 10 seconds
217 - 232	Blood in your eyes, -3 to accuracy for 10 seconds
233 - 247	Arrows whistles by head of random ally in field of fire*. Distraction causes him to be automatically hit (by his opponent) and his weapon count resets.
248 - 263	Distracted by glare; add d4p seconds wait time before next shot and -4 penalty to Accuracy whilst so distracted
Equipment Mishap (264-398)	
264 - 276	Boot/footgear breaks, -1 to accuracy until repaired or discarded
277 - 318	Backpack, pouch or other container strap breaks, -1 to accuracy until item repaired or discarded
319 - 343	Belt, girdle, etc. breaks -1 to accuracy until item repaired or discarded
344 - 364	Armor loosened, -1 to accuracy until readjusted (by redonning or by another person helping for 10 seconds)
365 - 370	Armor strap breaks, and -2 to accuracy until `repaired
Weapon damaged/broken (371-616)	
371 - 436	Bowstring breaks, Bow useless until replaced
437 - 508	String Notch chipped, -1 to hit
509 - 562	String Notch badly chipped, -2 to hit
563 - 580	Limb cracked, -25% to damage
581 - 589	Limb badly cracked, -50% to damage
590 - 616	Limb broken (useless)
Unbalanced (617-688)	
617 - 630	Overextend: +d4 seconds penalty to next shot
631 - 644	Graze nearest ally in field of fire*: Though insufficient to cause a wound, bewildered distraction causes them to suffer a +d6 seconds penalty to next attack and a -(d4+1) Attack penalty on next roll; *if ally is arcane spellcaster in midst of casting a spell this counts as "Caster struck by blow absorbed by body armor" for purposes of Spell Mishaps*
645 -658	Off balance: +d4 seconds to next shot
659 - 672	Really Overextend: +d8 seconds penalty to next shot
673 - 686	Slip: make Feat of Agility check (vs. d20p+6) or fall prone plus -6 to all defense and attack rolls for 10 seconds. Righting oneself requires 3 seconds plus time to gather dropped objects
Non-weapon injury to self (689-774)	
*Non-weapon injury to self: sprains/hyperextensions***	
689 – 694	wrist, right
695 – 698	wrist, left
699 – 704	shoulder, right
705 – 708	shoulder, left
709 – 712	elbow, right
713 – 716	elbow, left
717 – 722	neck
723 – 728	back
*Non-weapon injury to self: strains/pulls****	
729 – 733	forearm
734 – 738	bicep
739 – 743	tricep
744 – 748	lower back
749 – 753	side
754 – 758	upper back
759 – 763	shoulder, left
764 – 768	shoulder, right
769 - 774	neck
Injure Ally (775-864)	
775-864	Automatically hit a random ally in field of fire*; roll normal damage dice (*add strength if applicable though no specialization or talent bonuses*)
Lose Weapon (865 - 995)	
865 - 941	Drop bow at feet
942 - 964	Drop bow 2 feet away
965 - 982	Drop bow 3 feet away
Bowstring Breaks (983 -1044)	
983 - 1044	Bowstring breaks, Bow useless until replaced
Injure self (1045-1100)	
1045-1100	Shoot own hand or foot; roll damage dice, (*add strength if applicable though no specialization or talent bonuses*), attempt Feat of Agility check (vs. d20p) to suffer only half damage
Roll twice summing all results (1101-1200)	
Roll thrice summing all results (1200+)	

* field of fire is defined as 120° arc in front of the shooter, if this area is vacant of allies, the result is negated.
** one in 6 sprains result in a muscle tear
*** one in 6 strains result in a torn ligament or tendon
If multiple rolls are called for and identical results are obtained, then extend the durations.

The Slap Fight Rule:
If an Attacker and Defender ***both*** roll ***natural 1s***, *regardless of their bonuses*, nothing happens other than both combatants even up looking incredibly silly.



Critical Hits

A natural 20 has been rolled for an attack, but what happens next? This section details the procedure for determining the effects of a critical hit.

The first thing to do (*after gloating or fist pumping, of course*) is to compare the final adjusted attack roll to the defender's adjusted defense roll. If the attacker does not exceed the defender's roll, I'm sorry to inform you that it is NOT a critical hit. A 20 always hits though no matter how good the opponent's defense roll is so go ahead and roll damage as a consolation prize. After doing this the attacker may wish to reconsider what the heck he is doing mixing it up toe-to-toe with something he can't even crit.

Assuming the attacker DID exceed the defender's roll, go ahead and…

1) Determine the efficacy of the strike (*i.e. modified Attack roll – modified Defense roll*)

2) Roll normal damage.[1] *Record how much damage the attacker inflicted because that baseline roll may be supplemented by additional effects (including extra damage and possible incapacitating effects).*

3) Add the values from steps #1 and #2.

4) Subtract the defender's Damage Reduction score.[1]

The result is the attacker's **crit severity level**. *

Once you've determined the crit severity level, roll for the location of the wound. Intuitively, smashing someone in the face is going to be far more traumatic than hitting a finger on their off-hand. Wound effects are impacted by the type of weapon being used (hacking, crushing or piercing) so roll on the appropriate table for the weapon.

Ancillary Critical Hit Effects

Note: Many of the ancillary wounds resulting from critical hits have a recovery period during which the injury heals. These times cannot be hastened by nursing or by application of generic cure wound spells. Short of receiving celestial aid via a beneficence specifically tailored to said injury (such as Mend Broken Bone in the case of a broken bone), the injured party simply has to endure whatever disabilities the wound imparts until such time as it has healed. This is not to say that medical treatment is unnecessary or ineffective. Such care may be required to ensure that the injury heals properly and does not have permanent ramifications.

Attack and/or Defense Penalty: The listed value indicates the numerical penalty to-hit until the wound has healed completely. "Fully healed" means that all ancillary effects (such as muscle tears, torn ligaments or broken bones) have fully regenerated (either by natural means or via specific clerical amelioration) and not mere hit point restoration.

Speed Penalty: The listed value indicates the numerical penalty applied to weapon speed until the wound has healed completely. "Fully healed" means that all ancillary effects (such as muscle tears, torn ligaments or broken bones) have fully regenerated (either by natural means or via specific clerical amelioration) and not mere hit point restoration.

Ability Score Penalty: The wound negatively impacts the listed ability until such time as the wound is fully healed. "Fully healed" means that all ancillary effects (such as muscle tears, torn ligaments or broken bones) have fully regenerated (either by natural means or via specific clerical amelioration) and not mere hit point restoration.

Automatically ToPed: Unlike a lesser injury that permits a Trauma Save, the wound resulting from the critical hit is so agonizing that the recipient is automatically disabled and writhing in pain. The duration of this condition is 90 seconds + (crit severity level x2).

Broken Bones: A broken bone requires a much longer recovery time, typically a number of days equal to 60+2d8 minus twice the character's Constitution score. Until the bone is healed, all special penalties of the wound continue to apply.

An individual with expert mastery in First Aid must properly set broken bones. If this is not done, the wound will not heal properly and half of any stated ancillary penalties [rounded up to the next integer in the case of fractions] will be permanent (possibly superceding any permanent effects listed).

Immobile: The wound has incapacitated a leg to the point the character cannot stand and may only crawl until wound is healed (quadrupeds ignore this). Bipedal creatures are limited to a d8p Defense die (though they can still benefit from bonuses acquired

[1] *Note: These steps are done for any successful attack and are not exclusive to critical hits.*

via a shield or weapon specialization/talents but not from ability scores). Quadrupeds are limited to a d12p Defense die.

Permanent Limp: Even when properly set, a severe injury may leave the recipient with a limp. Such persons may never Run or Sprint again. If the wound was not properly treated, the individual may not Jog either and any listed permanent penalties are doubled in severity.

Sprains/Hyperextension: These results impose a -1d3 Attack penalty. If the injury occurs to the lower body, an additional impediment (reducing movement by 50%) is applied. Sprains require xd3 weeks to recover from (where X is the Attack penalty resulting from the injury). If X>1, the character gets incrementally better as his injury heals. For example, if he suffered a -3 Attack penalty that required 6 weeks to heal, he drops to a -2 Attack penalty after 1/3 the healing time [2 weeks]).

Muscle Tear: If a tear is indicated, healing time increases by 50%.

Strains/Pulls: These results impose a -1d4p Attack penalty. If the injury occurs to the lower body, an additional impediment (reducing movement by 50%) is applied.

Sprains require xd3 weeks to recover from (where X is the Attack penalty resulting from the injury). If X>1, the character gets incrementally better as his injury heals.

Torn Ligament/Tendon: These results require 2Xd3p weeks to recover from. In addition, half of the penalties are permanent [rounded up to the next integer in the case of fractions] unless remediated by a cleric's *Repair Torn Tendon/Ligament* spell. For example, Joe the Fighter suffered a torn ligament in his shoulder resulting in a -4 Attack penalty. He rolls 8d3p getting 15 meaning that it takes 15 weeks to recover from his injury. Since half is permanent, his Attack penalty is reduced to -3 after 7.5 weeks and -2 after 15. The -2 is a permanent disability. Note that movement penalties resulting from these injuries are not permanent unless specifically mentioned as such in the result.

Internal Bleeding: The wound has caused damage to an internal organ, artery or vein such that it is bleeding into the

Critical Hit flowchart

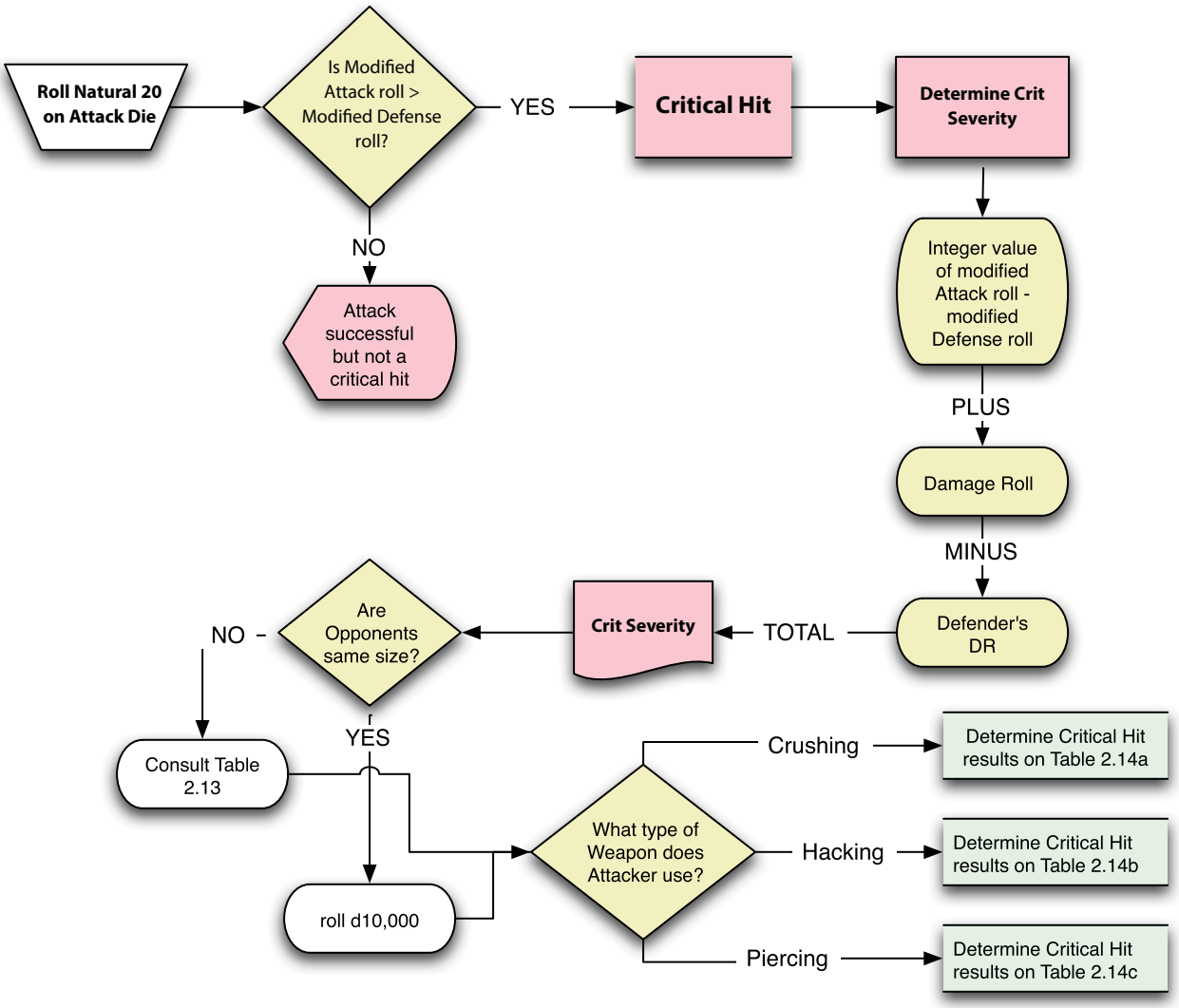


Table 2.13: Critical Hit Location Size Adjustments

	Attacker Size							
	T	S	M	L	H	G	E	C
T	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000	d4,000+6,000	d3,000+7,000
S	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000	d4,000+6,000
M	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000
L	d7,000	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000
H	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000
G	d5,000	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000
E	d4,000	d5,000	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000
C	d3000	d4000	d5,000	d6,000	d7,000	d8,000	d9,000	d10,000

Note that the above does not apply if the smaller character can fly or otherwise has access to the upper parts of the larger creature (on a ledge for example). In these cases you will need to eliminate or lessen the modifier. Finally, the above table does not apply to missile weapons.

victim's body cavity. Such wounds are not immediately apparent. If someone with advanced mastery in the First Aid skill does not diagnose that the injured character has internal bleeding, all hit point losses the character suffers should be kept secret (but the character can be informed that he is feeling weakened or in pain). Self-diagnosis is, of course, perfectly permissible.

The injured person suffers d6-3 hp of damage per hour. A natural "1" on the damage roll means the internal bleeding has stopped on its own. Once the bleeding has stopped, tell the character his new hit point total.

Internal Hemorrhaging: This is similar to internal bleeding but far more severe and fatal if supernatural remediation cannot be used. The victim sustains d4p hp every 10 minutes until death. As is the case with internal bleeding, the victim should not be informed of his exact hit point loss unless it is diagnosed.

Severe Bleeding: The wound has opened up a major vein or artery resulting in profuse blood loss. Untreated severe bleeding continues to cause damage at the rate of d6-2 hp per minute. However, a natural "1" on the damage roll indicates that the wound has clotted sufficiently on its own to halt further hp loss.

A character with the First Aid skill can staunch the bleeding with a pressure bandage. This requires an average skill check for a novice and can automatically be performed by anyone of higher skill mastery. The time required is equivalent to other applications of critical care. Note that the patient continues to suffer bleeding damage until the first aid provider completes his task.

Mangled: The extremity in question has suffered damage requiring Regeneration to repair. This is a combination of severed ligaments or tendons, nerve damage, crushed bones and catastrophic tissue loss. The body part will scab over as it heals (normally or via curative magic) but never again will it be functional. Mangled body parts affect those downstream (e.g. a mangled shoulder renders the entire arm useless).

For mangled arms, such damage to the upper arm, shoulder or elbow/inner joint makes use of a shield impossible (one may still employ a shield with a mangled hand).

Weapon use is possible only with the loss of 1 (no penalty) or 2 (-2 Atk penalty) fingers however the loss of a thumb renders this impossible. A mangled hand also makes Climbing, Disarm Trap and Lock Picking skill checks always Very Difficult.

Size Differential Modifier to Critical Hit Location

Smallish creatures have trouble smacking big ones in the chops. Think of a halfling stabbing with his puny dagger at a troll. If he's lucky, he'll hit the monster in the knee. Now think of the reverse. The troll's likely to bop him on the head, but will find it virtually impossible to get the little bugger in the hamstring. Accordingly, we have taken this into account with Table 2.13: Critical Hit Location Size Adjustments Table.

A Note On Extra Damage Dice

In cases where the attacker's weapon utilizes different damage dice (such as a mace that inflicts d8p+d6p), bonus damage dice are awarded in increasing order from lowest to highest. Thus a character wielding a mace that happens to score a crit result of "1 extra damage die" would roll a d6p and add the result to his damage total. A PC using a broadsword scoring a result of "4 extra damage dice" would add d3p+d6p+d6p+d3p (sequentially going through the weapon's damage dice then beginning again for the fourth bonus die).

Critical Hits on Non-Bipeds

Perusal of the critical hit charts will reveal that they are designed for a human form. This is to be expected as the game centers around humans and their close kin. The question has been intermittently raised as to why no analogues exist for creatures with other body forms. Let me address this.

First begin by paging through the 18 pages of charts already presented. Then consider which body form or forms are in need of additional tables. Quadrapeds? Check. Winged Quadrapeds? Check. Serpents? Check. Blobs? Check. Insects? Check.

Once you start down this path you'll soon realize that there's no way to cover all body shapes short of this volume becoming the *HackMaster Critical Hits Guide*. Look for a future digital release covering this topic.

In practice, ***it really doesn't matter***. How many times has a monster been critted and lived to tell about it? They don't. That's just the way the game works. Whatever penalties they assume from the wound are going to be irrelevant in 10-30 seconds of game time. It really is inconsequential if you simply apply the crit to the nearest analogous body part.

If this isn't adequate, the following simplified crit chart will have to suffice.

Crit Severity	1-10	11-20	21-30	31-40	41+
Effect	none	1 extra damage die	2 extra damage dice	3 extra damage dice	4 extra damage dice

HackMaster Basic Critical Hit chart

A related question has been posed requesting a dramatically simpler critical hit resolution system. Although my initial response was, "Then don't use critical hits in your game" I took the inquiry under advisement when the context was revealed (mass numbers of monsters were an overwhelming management issue). If you, as GM, are overwhelmed by an exceeding complex battle, you may default to the expediency of the *HackMaster Basic* ruleset. To wit, "If a character rolls a natural 20 on his attack roll die **and** his modified total exceeds the defender's total defense, he scores a critical hit. Critical hits deal double the number of damage dice for that weapon/attack in the basic game."

Odd dice ranges

You may infrequently come across a table with a range of results that, at first glance, seem difficult to generate. It's not difficult to grasp the concept. Glancing at Table 2.13 to my right, I see a couple examples (d4000, d5000, etc). Stop and think about how you generate a d10,000. Four ten sided dice, right. A d4000 simply substitutes a d4 for the initial d10. Easy Peasy, no? A d5000? Take half the first d10 (i.e. 1-2=1, 3-4=2). No trouble at all.

Now I'll admit the 7s and 9s are problem children. The only good solution is to roll a d8 and d10 and re-roll if you get an 8 or 10. Not ideal but, again, not overly difficult.

You may encounter a d40 in a couple of charts in this volume. Now, it only seems weird because you've never seen it before. Just break it down. It's really just two d20 ranges. Roll a d6 and a d20 in tandem. If the d6 reads 1-3, take the value on the d20. If it reads 4-6, add 20 to the d20. There, I knew you could handle it. Kid stuff.

TABLE 2.14A: CRUSHING WEAPON

Roll	Location	1-10	11-15	16-20	21-25	
1–100	Foot, top	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
101–104	Heel	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
105–136	Toe(s)	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
137–140	Foot, arch	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
141–170	Ankle, inner	no additional effect	movement penalty -50% for 1 minute	**1 extra damage die**; movement penalty -50% for 5 minutes; count reset	**2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense	
171–200	Ankle, outer	no additional effect	movement penalty -50% for 1 minute	**1 extra damage die**; movement penalty -50% for 5 minutes; count reset	**2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense	
201–220	Ankle, upper/Achilles	no additional effect	movement penalty -50% for 1 minute	**1 extra damage die**; movement penalty -50% for 5 minutes; count reset	**2 extra damage dice**; movement penalty -50% for 5 minutes	
221–964	Shin	no additional effect	no additional effect	**1 extra damage die;** movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
965–1,006	Calf	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
1,007–1,118	Knee	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
1,119–1,132	Knee, back	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
1,133–1,216	Hamstring	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
1,217–2,000	Thigh	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
2,001–2,330	Hip	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
2,331–2,405	Groin	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
2,406–2,435	Buttock	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped	

RESULTS 0001-2435

26-30	31-40	41-50	51+
2 extra damage dice;broken bone; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; broken bone; movement penalty (-75% for 6 hours, -50% until healed)	**4 extra damage dice**; **automatically ToPed**; compound fracture; movement penalty (-75% for 1day, -50% until healed), **permanent limp**	**4 extra damage dice**; **automatically ToPed**; shattered bone; movement penalty (-75% for 1day, -50% until healed), **permanent limp**
2 extra damage dice;broken bone; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; broken bone; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed), **permanent limp**	**4 extra damage dice**; **automatically ToPed**; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**	**4 extra damage dice**; **automatically ToPed**; shattered bone; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**
2 extra damage dice;broken bone; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; broken bone; movement penalty (-75% for 6 hours, -50% until healed)	**3 extra damage dice**; broken bone; movement penalty (-75% for 6 hours, -50% until healed)	**3 extra damage dice**; broken bone; movement penalty (-75% for 6 hours, -50% until healed)
2 extra damage dice;broken bone; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; broken bone; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed), **permanent limp**	**4 extra damage dice**; **automatically ToPed**; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**	**4 extra damage dice**; **automatically ToPed**; shattered bone; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**
2 extra damage dice; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	**3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**	**4 extra damage dice**; **automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**	**4 extra damage dice**; **automatically ToPed**; shattered bone; torn ligaments or tendon; immobile; **permanent limp, -1 ATK penalty, - 2 Defense**
2 extra damage dice; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	**3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**	**4 extra damage dice**; **automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 2 Defense**
2 extra damage dice; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	**3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**	**4 extra damage dice**; **automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 2 Defense**
2 extra damage dice;count reset; held items dropped; -2 Defense	**3 extra damage dice**; count reset; held items dropped;broken bone; -4 Defense penalty; movement penalty (-75% until healed)	**3 extra damage dice**; **automatically ToPed;** compound fracture; immobile	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 1 Defense**
2 extra damage dice;count reset; held items dropped; muscle tear, -1 Defense	**3 extra damage dice**; count reset; held items dropped; broken bone and muscle tear -4 Defense penalty; movement penalty (-75% until healed)	**3 extra damage dice**; **automatically ToPed;** compound fracture; immobile	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 1 Defense**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty; ***permanent -1 Def penalty***	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -2 Def**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons, immobile; **permanent limp, & -2 Def**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons, immobile; **permanent limp, & -2 Def**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & --1 ATK & -1 DEF**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & -1 ATK & -1 DEF**
3 extra damage dice; count reset; held items dropped; torn ligament; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed**; [broken bone; [immobile); -3 Def penalty]	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & --1 ATK & -1 DEF**	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & --1 ATK & -2 DEF**
3 extra damage dice automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty]	**4 extra damage dice**; **automatically ToPed**; [internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]	**4 extra damage dice**; **automatically ToPed**; [internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]	**4 extra damage dice**; **automatically ToPed**; [sterilized; internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & -1 DEF**

TABLE 2.14A: CRUSHING WEAPON

Roll	Location	1-10	11-15	16-20	21-25
2,436–2,570	Abdomen, lower	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; [50% chance for internal bleeding, -2 Str until healed	**3 extra damage dice**; **automatically ToPed**; [muscle tear, internal bleeding, -2 Str until healed
2,571–3,020	Side, lower	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; [50% chance for internal bleeding, -2 Str until healed
3,021–3,110	Abdomen, upper	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; [50% chance for internal bleeding, -2 Str until healed	**3 extra damage dice**; **automatically ToPed**; [muscle tear, internal bleeding, -2 Str until healed
3,111–3,125	Back, small of	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; 30% chance of internal bleeding	**3 extra damage dice**; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -2 Str until healed
3,126–3,155	Back, lower	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; 30% chance of internal bleeding	**3 extra damage dice**; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -3 Str until healed
3,156–3,425	Chest	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; 30% chance of internal bleeding; broken bone; -2 Str until healed	**3 extra damage dice**; count reset; held items dropped; broken bone and 50% chance of internal bleeding; -3 Str until healed
3,426–3,455	Side, upper	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice** count reset; held items dropped; broken ribs; 30% internal bleeding; -2 Str until healed
3,456–3,485	Back, upper	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; muscle tear; -2 Str until healed	**3 extra damage dice**; count reset; held items dropped; muscle tear; -3 Str until healed
3,486–3,500	Back, upper middle	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; muscle tear; -2 Str until healed	**3 extra damage dice**; count reset; held items dropped; muscle tear; -3 Str until healed
3,501–3,820	Armpit	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; -2 Atk (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
3,821–4,300	Arm, upper outer	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
4,301–4,492	Arm, upper inner	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
4,493–4,588	Elbow	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]
4,589–4,684	Inner joint	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped
4,685–5,308	Forearm, back	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped
5,309–5,836	Forearm, inner	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped
5,837–5,908	Wrist, back	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)
5,909–5,980	Wrist, front	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)
5,981–6,052	Hand, back	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped
6,053–6,076	Palm	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped
6,077–6,220	Finger(s)	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped if ToP check failed

RESULTS 2436-6220

26-30	31-40	41-50	51+
3 extra damage dice; **automatically ToPed**; [muscle tear, internal bleeding, -3 Str until healed - ***permanent loss of 0.50 Con***]	**4 extra damage dice**; **automatically ToPed**; internal Hemorrhaging; ***permanent -1 Con***	**4 extra damage dice**; **automatically ToPed**; internal Hemorrhaging; ***permanent -2 Con***	**Target killed instantly**; multiple organ failure
3 extra damage dice; **automatically ToPed**; [muscle tear, internal bleeding, -2 Str until healed	**3 extra damage dice**; **automatically ToPed**; [muscle tear, internal bleeding, -3 Str until healed - ***permanent loss of 0.50 Con***]	**4 extra damage dice**; **automatically ToPed**; internal Hemorrhaging; ***permanent -1 Con***	**4 extra damage dice**; **automatically ToPed**; internal Hemorrhaging; ***permanent -2 Con***
3 extra damage dice; **automatically ToPed**; [muscle tear, internal bleeding, -3 Str until healed - ***permanent loss of 0.50 Con***]	**4 extra damage dice**; **automatically ToPed**; internal Hemorrhaging; ***permanent -1 Con***	**4 extra damage dice**; **automatically ToPed**; internal Hemorrhaging; ***permanent -2 Con***	**Target killed instantly**; multiple organ failure
3 extra damage dice; **automatically ToPed**; [bruised kidney & torn muscle, internal bleeding, -3 Str until healed - ***permanent loss of 0.75 Strength***]	**4 extra damage dice**; **automatically ToPed**; [broken bone (vertebrae), paralyzed until healed (***85% chance of it being permanent***)]	**Target killed instantly**; broken spine	**Target killed instantly**; broken spine
3 extra damage dice; **automatically ToPed**; [broken bone (vertebrae), paralyzed until healed (***65% chance of it being permanent***)]	**4 extra damage dice**; **automatically ToPed**; [broken bone (vertebrae), paralyzed until healed (***85% chance of it being permanent***)]	**Target killed instantly**; broken spine	**Target killed instantly**; broken spine
3 extra damage dice; **automatically ToPed**; [broken bone, bruised lung, 75% chance of internal bleeding, -3 Str until healed, ***-0/75 Str permanently***)	**4 extra damage dice**; **automatically ToPed**; [compound fracture, internal bleeding, -5 Str until healed, ***-1/25 Str permanently***)	**Target killed instantly**; ruptured aorta	**Target killed instantly**; ruptured aorta
3 extra damage dice count reset; held items dropped; broken ribs; 50% internal bleeding; -3 Str until healed; ***-0/75 Str permanently***)	**3 extra damage dice**; **automatically ToPed**;internal bleeding, broken ribs, -5 Str until healed, ***-1/25 Str permanently***)	**4 extra damage dice**; **automatically ToPed**;internal bleeding, broken ribs, -6 Str until healed, ***-1/50 Str permanently***)	**Target killed instantly**; body cavity crushed
3 extra damage dice; **automatically ToPed**; [broken bone, 30% chance of internal bleeding, -3 Str until healed, ***-0/75 Str permanently***)	**4 extra damage dice**; **automatically ToPed** [broken bones; internal bleeding, -6 Str until healed; ***-1/50 Str permanently***)	**Target killed instantly**; ruptured aorta	**Target killed instantly**; ruptured aorta
3 extra damage dice; **automatically ToPed**; [broken bone, 30% chance of internal bleeding, -3 Str until healed, ***-0/75 Str permanently***)	**4 extra damage dice**; **automatically ToPed** [broken bones; internal bleeding, -6 Str until healed; ***-1/50 Str permanently***)	**Target killed instantly**; ruptured aorta	**Target killed instantly**; ruptured aorta
3 extra damage dice; count reset; held items dropped; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; ***-0/50 Str permanently***	**3 extra damage dice**; **automatically ToPed**; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; ***-1 Atk or Def & -0/75 Str permanently)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; ***-1 Atk or Def, -0/50 Dex & -1/00 Str permanently)***	**Target killed instantly**; body cavity crushed
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -0/75 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm Mangled and Useless**
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -0/75 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm Mangled and Useless**
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -2 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def)***	**4 extra damage dice**; **automatically ToPed**; **Elbow & below Mangled and Useless**
2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]	**2 extra damage dice**; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def)***	**4 extra damage dice**; **automatically ToPed**; **Elbow & below Mangled and Useless**
2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**3 extra damage dice**; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; ***permanent -2 Atk & +2 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**3 extra damage dice**; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; ***permanent -2 Atk & +2 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
2 extra damage dice; count reset; held items dropped; -2 Atk	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +2 Speed (if primary side); [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
2 extra damage dice; count reset; held items dropped; -2 Atk	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +2 Speed (if primary side); [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
2 extra damage dice; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; -2 Atk	**3 extra damage dice**; [muscle tear; -2 Atk & +1 Speed (if primary side);	**3 extra damage dice**; **Finger Mangled**

TABLE 2.14A: CRUSHING WEAPON

Roll	Location	1-10	11-15	16-20	21-25
6,221–7,180	Shoulder, side	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]
7,181–9,100	Shoulder, top	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]
9,101–9,121	Neck, front	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,122–9,142	Neck, back	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,143–9,373	Neck, side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,374–9,653	Head, side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,654–9,688	Head, back lower	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,689–9,768	Face, lower side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -1 Looks***
9,769–9,788	Face, lower center	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -1 Looks***
9,789–9,823	Head, back upper	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,824–9,903	Face, upper side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped; ***permanent -1 Looks***	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -2 Looks***
9,904–9,923	Face, upper center	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped; ***permanent -1 Looks***	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -2 Looks***
9,924–10,000	Head, top	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)

RESULTS 6221-10,000

26-30	31-40	41-50	51+
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Str***	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -1/50 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm Mangled and Useless**
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Str***	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -1/50 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm Mangled and Useless**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -2 Looks***	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -2 Looks***	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -3 Looks***	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -4 Looks***	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**

TABLE 2.14B: HACKING WEAPON

Roll	Location	1-10	11-15	16-20	21-25	
1–100	Foot, top	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
101–104	Heel	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
105–136	Toe(s)	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
137–140	Foot, arch	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
141–170	Ankle, inner	no additional effect	movement penalty -50% for 1 minute	**1 extra damage die**; movement penalty -50% for 5 minutes; count reset	**2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense	
171–200	Ankle, outer	no additional effect	movement penalty -50% for 1 minute	**1 extra damage die**; movement penalty -50% for 5 minutes; count reset	**2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense	
201–220	Ankle, upper/Achilles	no additional effect	movement penalty -50% for 1 minute	**1 extra damage die**; movement penalty -50% for 5 minutes; count reset	**2 extra damage dice**; movement penalty -50% for 5 minutes	
221–964	Shin	no additional effect	no additional effect	**1 extra damage die;** movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
965–1,006	Calf	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
1,007–1,118	Knee	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
1,119–1,132	Knee, back	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
1,133–1,216	Hamstring	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
1,217–2,000	Thigh	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
2,001–2,330	Hip	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
2,331–2,405	Groin	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
2,406–2,435	Buttock	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped	
2,436–2,570	Abdomen, lower	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; -2 Str until healed	**3 extra damage dice**; **automatically ToPed**; [muscle tear, severe bleeding, -2 Str until healed	
2,571–3,020	Side, lower	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; -2 Str until healed	

RESULTS 0001-3020

26-30	31-40	41-50	51+
2 extra damage dice; muscle tear; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; torn ligament; movement penalty (-75% for 6 hours, -50% until healed)	**4 extra damage dice**; **automatically ToPed**; compound fracture; movement penalty (-75% for 1day, -50% until healed), **permanent limp**	**4 extra damage dice**; **automatically ToPed**; shattered bone; severe bleeding; movement penalty (-75% for 1day, -50% until healed), **permanent limp**
2 extra damage dice; muscle tear; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; torn ligament; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed)	**4 extra damage dice**; **automatically ToPed**; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**	**4 extra damage dice**; **automatically ToPed**; shattered bone; severe bleeding; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**
2 extra damage dice; muscle tear; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; torn ligament; movement penalty (-75% for 6 hours, -50% until healed)	**3 extra damage dice**; broken bone; movement penalty (-75% for 6 hours, -50% until healed)	**3 extra damage dice**; broken bone; severe bleeding; movement penalty (-75% for 6 hours, -50% until healed)
2 extra damage dice; muscle tear; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; torn ligament; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed)	**4 extra damage dice**; **automatically ToPed**; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**	**4 extra damage dice**; **automatically ToPed**; shattered bone; severe bleeding; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**
2 extra damage dice; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	**3 extra damage dice**; torn ligament; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **-1 Defense, -/25 Str**	**4 extra damage dice**; **automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**	**4 extra damage dice**; **automatically ToPed**; shattered bone; torn ligaments or tendon; severe bleeding; immobile; **permanent limp, -1 ATK penalty, - 2 Defense**
2 extra damage dice; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	**3 extra damage dice**; torn ligament; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **-1 Defense, -/25 Str**	**4 extra damage dice**; **automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; severe bleeding; immobile; **permanent limp, - 2 Defense**
2 extra damage dice; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	**3 extra damage dice**; torn ligament; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **-1 Defense, -/25 Str**	**4 extra damage dice**; **automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; severe bleeding; immobile; **permanent limp, - 2 Defense**
2 extra damage dice;count reset; held items dropped; -2 Defense	**3 extra damage dice**; count reset; held items dropped; torn ligament; -4 Defense penalty; movement penalty (-75% until healed)	**3 extra damage dice**; **automatically ToPed;** compound fracture; immobile	**4 extra damage dice**; **automatically ToPed**; **Leg Severed**; severe bleeding; immobile; **Peg Leg proficiency required to regain movement**
2 extra damage dice;count reset; held items dropped; muscle tear, -1 Defense	**3 extra damage dice**; count reset; held items dropped; broken bone and muscle tear -4 Defense penalty; movement penalty (-75% until healed)	**3 extra damage dice**; **automatically ToPed;** compound fracture; immobile	**4 extra damage dice**; **automatically ToPed**;**Leg Severed**;; severe bleeding; immobile; **Peg Leg proficiency required to regain movement**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty; ***permanent -1 Def penalty***	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -2 Def**	**4 extra damage dice**; **automatically ToPed**; **Leg Severed**, severe bleeding; immobile; **Peg Leg proficiency required to regain movement**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; **Leg Severed**, severe bleeding; immobile; **Peg Leg proficiency required to regain movement**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; compound fracture, severe bleeding; immobile; **permanent limp, & -1 ATK & -1 DEF**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; compound fracture, severe bleeding; immobile; **permanent limp, & -1 ATK & -1 DEF**
3 extra damage dice; count reset; held items dropped; torn ligament; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed**; [broken bone; [immobile); -3 Def penalty]	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & --1 ATK & -1 DEF**	**4 extra damage dice**; **automatically ToPed**; compound fracture, severe bleeding; immobile; **permanent limp, & -1 ATK & -2 DEF**
3 extra damage dice automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty]	**4 extra damage dice**; **automatically ToPed**; [severe bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]	**4 extra damage dice**; **automatically ToPed**; [severe bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]	**4 extra damage dice**; **automatically ToPed**; [sterilized; severe bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; compound fracture,severe bleeding; immobile; **permanent limp, & -1 DEF**
3 extra damage dice; **automatically ToPed**; [muscle tear, severe bleeding, -3 Str until healed - ***permanent loss of 0.50 Con***]	**4 extra damage dice**; **automatically ToPed**; severe bleeding; ***permanent -1 Con***	**Target killed instantly**; gutted and internal organs spill out	**Target killed instantly**; gutted and internal organs spill out
3 extra damage dice; **automatically ToPed**; [muscle tear, severe bleeding, -2 Str until healed	**3 extra damage dice**; **automatically ToPed**; [muscle tear, severe bleeding, -3 Str until healed - ***permanent loss of 0.50 Con***]	**4 extra damage dice**; **automatically ToPed**; severe bleeding; ***permanent -1 Con***	**Target killed instantly**; gutted and internal organs spill out

TABLE 2.14B: HACKING WEAPON

Roll	Location	1-10	11-15	16-20	21-25	
3,021–3,110	Abdomen, upper	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; -2 Str until healed	**3 extra damage dice**; **automatically ToPed**; [muscle tear, severe bleeding, -2 Str until healed	
3,111–3,125	Back, small of	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped;	**3 extra damage dice**; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -2 Str until healed	
3,126–3,155	Back, lower	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped;	**3 extra damage dice**; count reset; held items dropped; torn muscle; -3 Str until healed	
3,156–3,425	Chest	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; broken bone; -2 Str until healed	**3 extra damage dice**; count reset; held items dropped; broken bone; -3 Str until healed	
3,426–3,455	Side, upper	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice** count reset; held items dropped; broken ribs; -2 Str until healed	
3,456–3,485	Back, upper	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; muscle tear; -2 Str until healed	**3 extra damage dice**; count reset; held items dropped; muscle tear; -3 Str until healed	
3,486–3,500	Back, upper middle	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; muscle tear; -2 Str until healed	**3 extra damage dice**; count reset; held items dropped; muscle tear; -3 Str until healed	
3,501–3,820	Armpit	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; -2 Atk (if primary side) or -2 Def (if secondary); -2 Str [all until healed]	
3,821–4,300	Arm, upper outer	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]	
4,301–4,492	Arm, upper inner	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]	
4,493–4,588	Elbow	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]	
4,589–4,684	Inner joint	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	
4,685–5,308	Forearm, back	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	
5,309–5,836	Forearm, inner	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	
5,837–5,908	Wrist, back	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)	
5,909–5,980	Wrist, front	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)	
5,981–6,052	Hand, back	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	
6,053–6,076	Palm	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	
6,077–6,220	Finger(s)	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped if ToP check failed	
6,221–7,180	Shoulder, side	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]	

RESULTS 3021-7180

	26-30	31-40	41-50	51+
	3 extra damage dice; **automatically ToPed**; [muscle tear, severe bleeding, -3 Str until healed - ***permanent loss of 0.50 Con***]	**4 extra damage dice**; **automatically ToPed**; severe bleeding; ***permanent -1 Con***	**Target killed instantly**; gutted and internal organs spill out	**Target killed instantly**; gutted and internal organs spill out
	3 extra damage dice; **automatically ToPed**; [torn muscle, severe bleeding, -3 Str until healed - ***permanent loss of 0.75 Strength***]	**4 extra damage dice**; **automatically ToPed**; [broken bone (vertebrae), paralyzed until healed (***85% chance of it being permanent***)]	**Target killed instantly**; severed spine	**Target killed instantly**; severed spine
	3 extra damage dice; **automatically ToPed**; [broken bone (vertebrae), paralyzed until healed (***65% chance of it being permanent***)]	**4 extra damage dice**; **automatically ToPed**; [broken bone (vertebrae), paralyzed until healed (***85% chance of it being permanent***)]	**Target killed instantly**; severed spine	**Target killed instantly**; severed spine
	3 extra damage dice; **automatically ToPed**; [broken bone, 75% chance of internal bleeding, -3 Str until healed, ***-0/75 Str permanently***)	**4 extra damage dice**; **automatically ToPed**; [compound fracture, severe bleeding, -5 Str until healed, ***-1/25 Str permanently***)	**Target killed instantly**; ruptured aorta	**Target killed instantly**; ruptured aorta
	3 extra damage dice count reset; held items dropped; broken ribs; severe bleeding; -3 Str until healed; ***-0/75 Str permanently***)	**3 extra damage dice**; **automatically ToPed**;severe bleeding, broken ribs, -5 Str until healed, ***-1/25 Str permanently***)	**4 extra damage dice**; **automatically ToPed**;severe bleeding, broken ribs, -6 Str until healed, ***-1/50 Str permanently***)	**Target killed instantly**; pulmunary artery ruptured
	3 extra damage dice; **automatically ToPed**; [torn ligament, -3 Str until healed, ***-0/75 Str permanently***)	**4 extra damage dice**; **automatically ToPed** [broken bones; severe bleeding, -6 Str until healed; ***-1/50 Str permanently***)	**Target killed instantly**; ruptured aorta	**Target killed instantly**; ruptured aorta
	3 extra damage dice; **automatically ToPed**; [torn ligament, -3 Str until healed, ***-0/75 Str permanently***)	**4 extra damage dice**; **automatically ToPed** [broken bones; severe bleeding, -6 Str until healed; ***-1/50 Str permanently***)	**Target killed instantly**; ruptured aorta	**Target killed instantly**; ruptured aorta
	3 extra damage dice; count reset; held items dropped; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; ***-0/50 Str permanently***	**3 extra damage dice**; **automatically ToPed**; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; ***-1 Atk or Def & -0/75 Str permanently)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; ***-1 Atk or Def, -0/50 Dex & -1/00 Str permanently)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; severe bleeding; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; ***-1 Atk or Def, -0/50 Dex & -1/50 Str permanently)***
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -0/75 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm Severed;** severe bleeding
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -0/75 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm Severed;** severe bleeding
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -2 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def)***	**4 extra damage dice**; **automatically ToPed**; **Arm Severed at elbow;** severe bleeding
	2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]	**2 extra damage dice**; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def)***	**4 extra damage dice**; **automatically ToPed**; **Arm Severed at elbow;** severe bleeding
	2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; **Arm Severed below elbow;** severe bleeding
	2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; **Arm Severed below elbow;** severe bleeding
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**3 extra damage dice**; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; ***permanent -2 Atk & +2 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Arm Severed at wrist;** severe bleeding
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**3 extra damage dice**; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; ***permanent -2 Atk & +2 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Arm Severed at wrist;** severe bleeding
	2 extra damage dice; count reset; held items dropped; -2 Atk	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +2 Speed (if primary side); [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Hand Severed;** severe bleeding
	2 extra damage dice; count reset; held items dropped; -2 Atk	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +2 Speed (if primary side); [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Hand Severed;** severe bleeding
	2 extra damage dice; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; -2 Atk	**3 extra damage dice**; [muscle tear; -2 Atk & +1 Speed (if primary side);	**3 extra damage dice**; **Finger Severed**
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Str***	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -1/50 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm lopped off at shoulder;** severe bleeding

TABLE 2.14B: HACKING WEAPON

Roll	Location	1-10	11-15	16-20	21-25
7,181–9,100	Shoulder, top	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]
9,101–9,121	Neck, front	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,122–9,142	Neck, back	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,143–9,373	Neck, side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,374–9,653	Head, side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,654–9,688	Head, back lower	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,689–9,768	Face, lower side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -1 Looks***
9,769–9,788	Face, lower center	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -1 Looks***
9,789–9,823	Head, back upper	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,824–9,903	Face, upper side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped; ***permanent -1 Looks***	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -2 Looks***
9,904–9,923	Face, upper center	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped; ***permanent -1 Looks***	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -2 Looks***
9,924–10,000	Head, top	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)

RESULTS 7181-10,000

26-30	31-40	41-50	51+
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Str***	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -1/50 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm lopped off at shoulder;** severe bleeding
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -2 Looks***	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -2 Looks***	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -3 Looks***	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -4 Looks***	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	**Target killed instantly**	**Target killed instantly**	**Target killed instantly**

TABLE 2.14C: PIERCING WEAPON

Roll	Location	1-10	11-15	16-20	21-25	
1–100	Foot, top	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
101–104	Heel	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
105–136	Toe(s)	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
137–140	Foot, arch	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
141–170	Ankle, inner	no additional effect	movement penalty -50% for 1 minute	**1 extra damage die**; movement penalty -50% for 5 minutes; count reset	**2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense	
171–200	Ankle, outer	no additional effect	movement penalty -50% for 1 minute	**1 extra damage die**; movement penalty -50% for 5 minutes; count reset	**2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense	
201–220	Ankle, upper/Achilles	no additional effect	movement penalty -50% for 1 minute	**1 extra damage die**; movement penalty -50% for 5 minutes; count reset	**2 extra damage dice**; movement penalty -50% for 5 minutes	
221–964	Shin	no additional effect	no additional effect	**1 extra damage die;** movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
965–1,006	Calf	no additional effect	no additional effect	**1 extra damage die**; movement penalty -50% for 1 minute	**2 extra damage dice**; movement penalty -50% for 5 minutes	
1,007–1,118	Knee	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
1,119–1,132	Knee, back	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
1,133–1,216	Hamstring	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
1,217–2,000	Thigh	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
2,001–2,330	Hip	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	
2,331–2,405	Groin	no additional effect	**1 extra damage die**	**2 extra damage dice**; movement penalty -50% for 5 minutes; count reset; held items dropped	**2 extra damage dice**; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;	

RESULTS 0001-2405

26-30	31-40	41-50	51+
2 extra damage dice;broken bone; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; broken bone; movement penalty (-75% for 6 hours, -50% until healed)	**4 extra damage dice**; **automatically ToPed**; compound fracture; movement penalty (-75% for 1day, -50% until healed), **permanent limp**	**4 extra damage dice**; **automatically ToPed**; shattered bone; movement penalty (-75% for 1day, -50% until healed), **permanent limp**
2 extra damage dice;broken bone; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; broken bone; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed), **permanent limp**	**4 extra damage dice**; **automatically ToPed**; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**	**4 extra damage dice**; **automatically ToPed**; shattered bone; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**
2 extra damage dice;broken bone; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; broken bone; movement penalty (-75% for 6 hours, -50% until healed)	**3 extra damage dice**; broken bone; movement penalty (-75% for 6 hours, -50% until healed)	**3 extra damage dice**; broken bone; movement penalty (-75% for 6 hours, -50% until healed)
2 extra damage dice;broken bone; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)	**3 extra damage dice**; broken bone; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed), **permanent limp**	**4 extra damage dice**; **automatically ToPed**; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**	**4 extra damage dice**; **automatically ToPed**; shattered bone; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**
2 extra damage dice; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	**3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**	**4 extra damage dice**; **automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**	**4 extra damage dice**; **automatically ToPed**; shattered bone; torn ligaments or tendon; immobile; **permanent limp, -1 ATK penalty, - 2 Defense**
2 extra damage dice; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	**3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**	**4 extra damage dice**; **automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 2 Defense**
2 extra damage dice; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	**3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**	**4 extra damage dice**; **automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 2 Defense**
2 extra damage dice;count reset; held items dropped; -2 Defense	**3 extra damage dice**; count reset; held items dropped; broken bone; -4 Defense penalty; movement penalty (-75% until healed)	**3 extra damage dice**; **automatically ToPed;** compound fracture; immobile	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 1 Defense**
2 extra damage dice;count reset; held items dropped; muscle tear, -1 Defense	**3 extra damage dice**; count reset; held items dropped; broken bone and muscle tear -4 Defense penalty; movement penalty (-75% until healed)	**3 extra damage dice**; **automatically ToPed;** compound fracture; immobile	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 1 Defense**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty; ***permanent -1 Def penalty***	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -2 Def**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons, immobile; **permanent limp, & -2 Def**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons, immobile; **permanent limp, & -2 Def**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & --1 ATK & -1 DEF**
3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & -1 ATK & -1 DEF**
3 extra damage dice; count reset; held items dropped; torn ligament; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed**; [broken bone; [immobile); -3 Def penalty]	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & --1 ATK & -1 DEF**	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & --1 ATK & -2 DEF**
3 extra damage dice automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty]	**4 extra damage dice**; **automatically ToPed**; [internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]	**4 extra damage dice**; **automatically ToPed**; [internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]	**4 extra damage dice**; **automatically ToPed**; [sterilized; internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]

TABLE 2.14C: PIERCING WEAPON

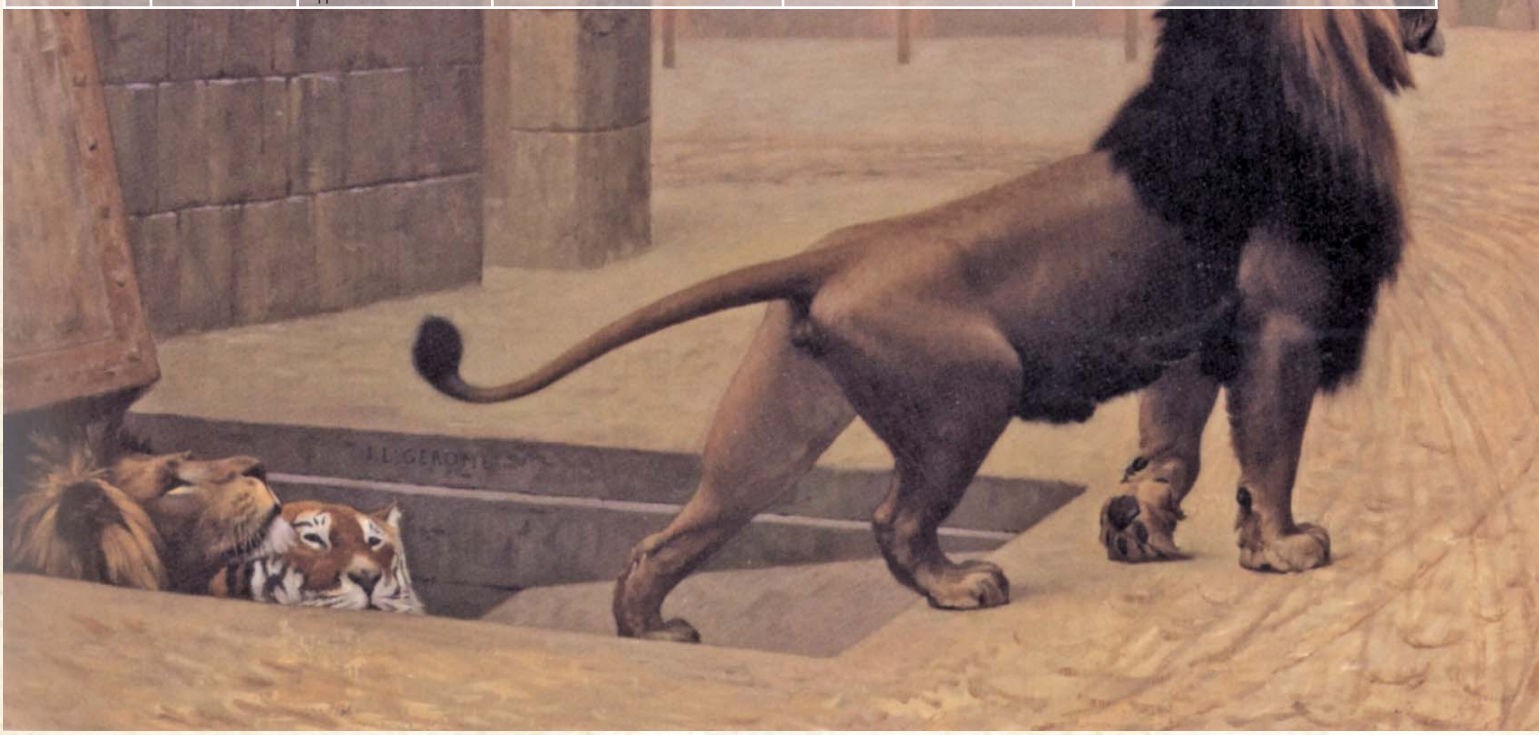
Roll	Location	1-10	11-15	16-20	21-25	
2,406–2,435	Buttock	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped	
2,436–2,570	Abdomen, lower	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; [50% chance for internal bleeding, -2 Str until healed	**3 extra damage dice**; **automatically ToPed**; [muscle tear, internal bleeding, -2 Str until healed	
2,571–3,020	Side, lower	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; [50% chance for internal bleeding, -2 Str until healed	
3,021–3,110	Abdomen, upper	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; [50% chance for internal bleeding, -2 Str until healed	**3 extra damage dice**; **automatically ToPed**; [muscle tear, internal bleeding, -2 Str until healed	
3,111–3,125	Back, small of	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; 30% chance of internal bleeding	**3 extra damage dice**; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -2 Str until healed	
3,126–3,155	Back, lower	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; 30% chance of internal bleeding	**3 extra damage dice**; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -3 Str until healed	
3,156–3,425	Chest	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; 30% chance of internal bleeding; broken bone; -2 Str until healed	**3 extra damage dice**; count reset; held items dropped; broken bone and 50% chance of internal bleeding; -3 Str until healed	
3,426–3,455	Side, upper	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice** count reset; held items dropped; broken ribs; 30% internal bleeding; -2 Str until healed	
3,456–3,485	Back, upper	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; muscle tear; -2 Str until healed	**3 extra damage dice**; count reset; held items dropped; muscle tear; -3 Str until healed	
3,486–3,500	Back, upper middle	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; muscle tear; -2 Str until healed	**3 extra damage dice**; count reset; held items dropped; muscle tear; -3 Str until healed	
3,501–3,820	Armpit	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; -2 Atk (if primary side) or -2 Def (if secondary); -2 Str [all until healed]	
3,821–4,300	Arm, upper outer	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]	
4,301–4,492	Arm, upper inner	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]	
4,493–4,588	Elbow	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]	
4,589–4,684	Inner joint	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	
4,685–5,308	Forearm, back	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	
5,309–5,836	Forearm, inner	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	
5,837–5,908	Wrist, back	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)	
5,909–5,980	Wrist, front	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)	
5,981–6,052	Hand, back	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	
6,053–6,076	Palm	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	

RESULTS 2406-6076

	26-30	31-40	41-50	51+
	3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	**3 extra damage dice**; **automatically ToPed;** [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	**4 extra damage dice**; **automatically ToPed**;torn ligaments/tendons, immobile; **permanent limp, & -1 Def**	**4 extra damage dice**; **automatically ToPed**; compound fracture, immobile; **permanent limp, & -1 DEF**
	3 extra damage dice; **automatically ToPed**; [muscle tear, severe bleeding, -3 Str until healed - ***permanent loss of 0.50 Con***]	**4 extra damage dice**; **automatically ToPed**; severe bleeding; ***permanent -1 Con***	**4 extra damage dice**; **automatically ToPed**;severe bleeding; ***permanent -2 Con***	**Target killed instantly**; multiple organ failure
	3 extra damage dice; **automatically ToPed**; [muscle tear, severe bleeding, -2 Str until healed	**3 extra damage dice**; **automatically ToPed**; [muscle tear, severe bleeding, -3 Str until healed - ***permanent loss of 0.50 Con***]	**4 extra damage dice**; **automatically ToPed**; severe bleeding; ***permanent -1 Con***	**4 extra damage dice**; **automatically ToPed**; internal Hemorrhaging; ***permanent -2 Con***
	3 extra damage dice; **automatically ToPed**; [muscle tear, severe bleeding, -3 Str until healed - ***permanent loss of 0.50 Con***]	**4 extra damage dice**; **automatically ToPed**; severe bleeding; ***permanent -1 Con***	**4 extra damage dice**; **automatically ToPed**;severe bleeding; ***permanent -2 Con***	**Target killed instantly**; multiple organ failure
	3 extra damage dice; **automatically ToPed**; [torn muscle, severe bleeding, -3 Str until healed - ***permanent loss of 0.75 Strength***]	**4 extra damage dice**; **automatically ToPed**; [broken bone (vertebrae), paralyzed until healed (***85% chance of it being permanent***)]	**Target killed instantly**; severed spine	**Target killed instantly**; broken spine
	3 extra damage dice; **automatically ToPed**; [broken bone (vertebrae), paralyzed until healed (***65% chance of it being permanent***)]	**4 extra damage dice**; **automatically ToPed**; [broken bone (vertebrae), paralyzed until healed (***85% chance of it being permanent***)]	**Target killed instantly**; severed spine	**Target killed instantly**; broken spine
	3 extra damage dice; **automatically ToPed**; [broken bone, 75% chance of internal bleeding, -3 Str until healed, ***-0/75 Str permanently***)	**4 extra damage dice**; **automatically ToPed**; [compound fracture, severe bleeding, -5 Str until healed, ***-1/25 Str permanently***)	**Target killed instantly**; ruptured aorta	**Target killed instantly**; ruptured aorta
	3 extra damage dice count reset; held items dropped; broken ribs; severe bleeding; -3 Str until healed; ***-0/75 Str permanently***)	**3 extra damage dice**; **automatically ToPed**;severe bleeding, broken ribs, -5 Str until healed, ***-1/25 Str permanently***)	**4 extra damage dice**; **automatically ToPed**;severe bleeding, broken ribs, -6 Str until healed, ***-1/50 Str permanently***)	**Target killed instantly**; body cavity crushed
	3 extra damage dice; **automatically ToPed**; [torn ligament, -3 Str until healed, ***-0/75 Str permanently***)	**4 extra damage dice**; **automatically ToPed** [broken bones; severe bleeding, -6 Str until healed; ***-1/50 Str permanently***)	**Target killed instantly**; ruptured aorta	**Target killed instantly**; ruptured aorta
	3 extra damage dice; **automatically ToPed**; [torn ligament, -3 Str until healed, ***-0/75 Str permanently***)	**4 extra damage dice**; **automatically ToPed** [broken bones; severe bleeding, -6 Str until healed; ***-1/50 Str permanently***)	**Target killed instantly**; ruptured aorta	**Target killed instantly**; ruptured aorta
	3 extra damage dice; count reset; held items dropped; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; ***-0/50 Str permanently***	**3 extra damage dice**; **automatically ToPed**; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; ***-1 Atk or Def & -0/75 Str permanently)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; ***-1 Atk or Def, -0/50 Dex & -1/00 Str permanently)***	**Target killed instantly**; body cavity crushed
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -0/75 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm Mangled and Useless**
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -0/75 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str***	**4 extra damage dice**; **automatically ToPed**; **Arm Mangled and Useless**
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -2 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def)***	**4 extra damage dice**; **automatically ToPed**; **Elbow & below Mangled and Useless**
	2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]	**2 extra damage dice**; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def)***	**4 extra damage dice**; **automatically ToPed**; **Elbow & below Mangled and Useless**
	2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
	2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**3 extra damage dice**; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; ***permanent -2 Atk & +2 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
	2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**3 extra damage dice**; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; ***permanent -2 Atk & +2 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
	2 extra damage dice; count reset; held items dropped; -2 Atk	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +2 Speed (if primary side); [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**
	2 extra damage dice; count reset; held items dropped; -2 Atk	**3 extra damage dice**; [muscle tear; -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -4 Atk & +2 Speed (if primary side); [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***	**4 extra damage dice**; **automatically ToPed**; **Mangled and Hand Useless**

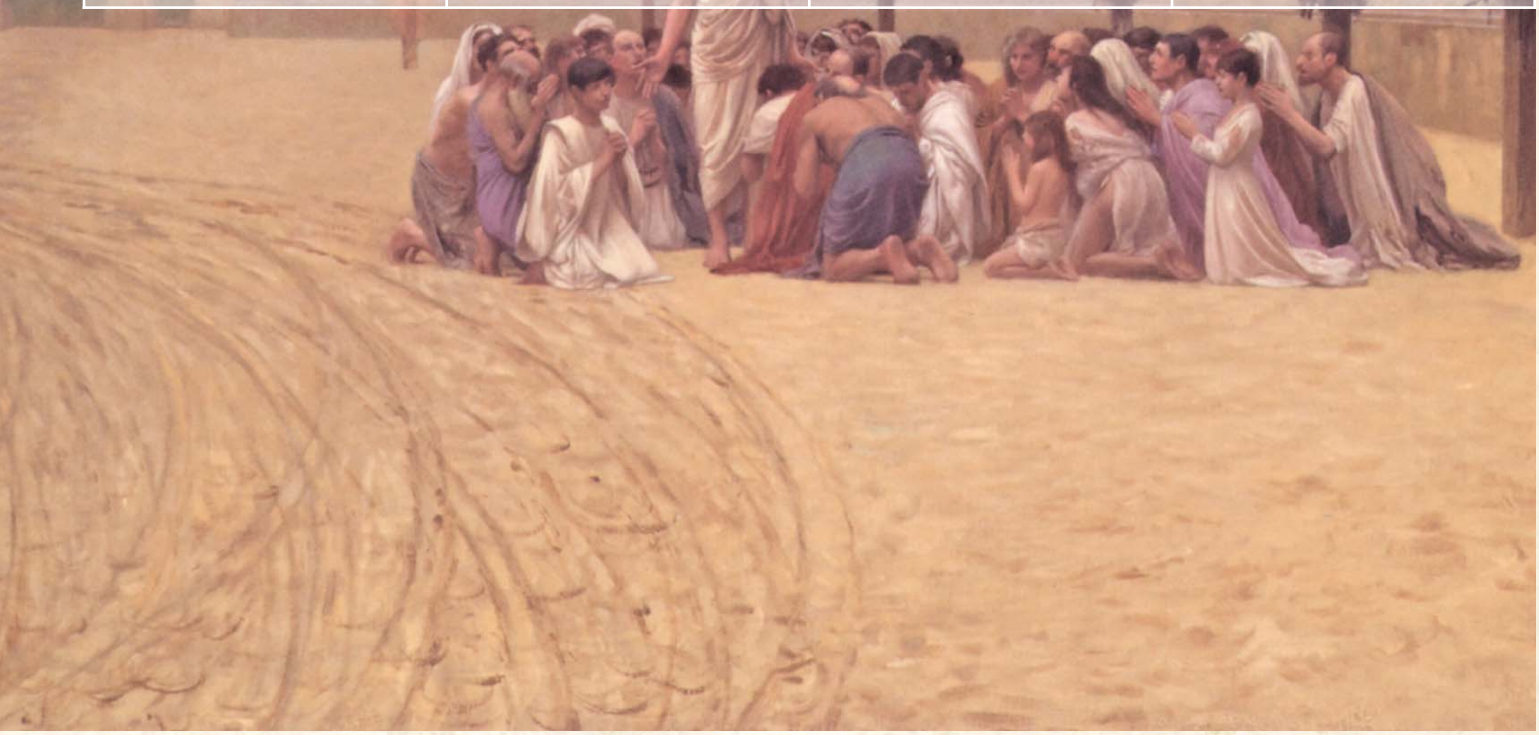
TABLE 2.14C: PIERCING WEAPON

Roll	Location	1-10	11-15	16-20	21-25
6,077–6,220	Finger(s)	no additional effect	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped if ToP check failed
6,221–7,180	Shoulder, side	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]
7,181–9,100	Shoulder, top	no additional effect	**1 extra damage die**	**2 extra damage dice**; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]
9,101–9,121	Neck, front	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,122–9,142	Neck, back	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,143–9,373	Neck, side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,374–9,653	Head, side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,654–9,688	Head, back lower	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,689–9,768	Face, lower side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -1 Looks***
9,769–9,788	Face, lower center	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -1 Looks***
9,789–9,823	Head, back upper	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)
9,824–9,903	Face, upper side	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped; ***permanent -1 Looks***	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -2 Looks***
9,904–9,923	Face, upper center	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped; ***permanent -1 Looks***	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed); ***permanent -2 Looks***
9,924–10,000	Head, top	**2 extra damage dice; -1 Atk & Def;** count reset; held items dropped	**2 extra damage dice; -2 Atk & Def;** count reset; held items dropped	**3 extra damage dice; -3 Atk & Def;** count reset; held items dropped	**3 extra damage dice**; **automatically ToPed**; (-5 Atk & Def penalties until wound healed)



RESULTS 6077-10,000

26-30	31-40	41-50	51+
2 extra damage dice; count reset; held items dropped	**2 extra damage dice**; count reset; held items dropped; -2 Atk	**3 extra damage dice**; [muscle tear; -2 Atk & +1 Speed (if primary side);	**3 extra damage dice**; Finger Mangled
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Str***	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -1/50 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str***	**4 extra damage dice**; **automatically ToPed**; Arm Mangled and Useless
2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; ***permanent -1 Str***	**3 extra damage dice**; **automatically ToPed**; [muscle tear; -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; ***permanent -1 Atk (if primary else -1 Def), -1/50 Str***	**4 extra damage dice**; **automatically ToPed**; [torn ligaments; -5 Atk & +2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; ***permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str***	**4 extra damage dice**; **automatically ToPed**; Arm Mangled and Useless
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -2 Looks***	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -2 Looks***	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -3 Looks***	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed); ***permanent -4 Looks***	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; **automatically ToPed**; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly



The Adventure

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This section focuses on providing guidance in handling issues that frequently occur in the context of an active adventure. They are not directly related to combat though they may precede, impact or result from said.

Encounter reactions are extremely useful for 'town' adventures as the results provide an easy yardstick to subsequently gauge the tone of the interaction. In tandem with the NPC rules (Chapter 9), it is possible to handle many urban encounters with a few die rolls. Obviously improvisational skill goes a long way in bringing NPCs to life and is a real-life talent worth developing. Assuming your players are not of the "kill first, ask questions later" variety, this mechanic may also be employed for monsters the PCs may opt to parley with.

An important take away with all social interactions is to be true to the NPCs personality. Surely not all NPCs are double-dealing chiselers looking to pull one over on the PCs. While it may be entertaining to employ sympathy characters that worm their way into the PCs' good graces only to betray them, be very cautious when employing this tactic. In doing so, particularly if the PCs have exercised due diligence, you are teaching them that NPCs are never to be trusted. This singular opportunity to get in a passive-aggressive cheap shot will resonate throughout your campaign. Future role-play will be tainted as the players grow distrustful of all NPCs, viewing them (perhaps rightly) as sleeper agents waiting for them to let down their guard. Devolving to such a state of affairs is bad for your game – something the esteemed B.A. Felton can personally attest to.

The balance of this chapter is devoted to topics that may see occasional use in your campaign but are of sufficient consequence or complexity that firm rules are warranted for proper adjudication. For example, the rules on sleeping (and crucially, awakening) may spell the difference between life and death for characters ambushed in the middle of the night whilst on an extended outdoor trek. Conversely, the very same mechanic may be exploited by a party scout who has the good fortune to encounter a nocturnal enemy fast asleep during a dungeon crawl.

Drowning is a persistent threat, not only for characters so foolish as to forgo this vital survival skill but also for those choosing to envelop themselves in a shell of weighty iron. Water hazards may seem mundane but they can be a formidable challenge. You are highly encouraged to situate them to your monsters' advantage – especially after you tire of platemail clad dwarven fighters effortlessly hewing their way through your supposedly formidable creatures.

Fire, of both the normal and supernatural variety, is an awesome weapon likely to be liberally used by your players. Certainly every mage is desirous of learning as many of the wide variety of fiery evocations as possible. What often does not permeate their power-crazed minds is collateral damage (excepting the constant refrain of, "Did it set him on fire?). Most domiciles, human or otherwise, have a tendency to contain flammable materials – clothing, straw mattresses, furniture, and possibly the very structure itself. When exposed to swaths of flames they often ignite… and billow forth asphyxiating smoke. Read on to learn the full implications of this.

ENCOUNTER REACTIONS

It often happens during gameplay that player characters wish to interact with NPCs (and occasionally monsters) by talking to them. This is colloquially known as "parleying".

Given the broad range of skills available in HackMaster, this parley is usually followed by a skill check representing the true reason the characters initiated contact – be it to gather information (Current Affairs, Glean Information, Interrogation), to sway attitudes (Diplomacy, Intimidation, Oration, Art of Seduction, Salesmanship), or to enlist aid (Persuasion, Recruiting).

As such, first impressions should not be the last word in social interactions and cannot substitute for incompetency with people skills. One should not allow the results of a single parley roll to solely dictate the terms of an encounter between the players and your NPCs – particularly when a skill exists to cover the situation. Likewise, you should not allow a chance encounter roll to trump pre-planned NPC actions.

That said, encounter reactions could be useful in several ways. First, they serve to set the tone of a particular encounter. This is useful in that it can aid you in setting the difficulty level of any subsequent skill checks. Second, they provide useful feedback to the PCs. Seldom do social interactions escalate immediately to violence. Sensing that one is unwelcome should provide an early warning that trouble could erupt if they press the matter. Conversely, a friendly reception should signal that coercive tactics are unwarranted.

The Encounter Reaction is determined by a competing d20p roll between yourself and the parleying PC. Needless to say, there are many factors that can modify this result.

Base Modifiers (i.e. not situationally dependent)

The following conditions are more or less permanent as they derive from the PC and should not change during a game session. They apply to all situations. You could in theory record each PC's base reaction modifier for handy reference (or delegate that task to them).

Honor: Personal honor is a large contributor towards initial impressions. Strangers are inclined to react well to those in great honor while being antagonistic to individuals with low honor.

Adjustments: Legendary +5, Great +2, Average 0, Low -3, Dishonorable -5, Notorious -8

Looks: Like it or not, physical attractiveness makes a huge contribution in so far as first impressions are concerned.

Adjustments: ½ Charisma modifier (positive or negative) rounded down

Charisma: Obviously personal charm can go a long way towards ingratiating oneself with strangers. Note however that being able to communicate with your new besties is essential to exploit this advantage.

Adjustments: ½ Morale Modifier rounded down; cannot be employed if characters cannot communicate

Fame: People are naturally apt to be openly welcoming (or at least favorably disposed) to celebrities. Perhaps it is presumed familiarity or the desire to share in some small measure of the acclaimed individual's glory. Either way, fame opens doors.

Adjustments: Local Personality +1, Minor Celebrity +2, Major Celebrity +3, Famous (or higher) +4

Caveat: The deference shown to renowned individuals is predicated on said person behaving in respectful manner. Poor treatment at the hands of a celebrity will embitter the aggrieved party with the result that he (and his friends) thereafter treat any bonuses as penalties.

Skills/Proficiencies:

The following abilities will positively influence initial social encounters.

Culture/Etiquette: If the character possesses this proficiency relevant for the culture in which the interaction is taking place, he knows to avoid *faux pas* and can generally elicit a better reaction. This provides a +1 bonus on the Encounter Reactions Results table.

Roguish Influence: Rogues have a natural ability to ingratiate themselves with strangers thus can often elicit a far friendlier welcome. This affords them a +1 bonus on the Encounter Reactions Results table. Every 5 levels hereafter (i.e. at 6th, 11th and 16th level), they gain an addition +1 bonus.

Note that this bonus supersedes the more complex mechanics discussed in the *Player's Handbook*.

Situational Modifiers:

The following modifiers may or may not come into play during an encounter. They exist to lend realism and diversity to encounters giving you some broad stroke variables to adjudicate individual engagements.

Language: Humans and their ilk primarily communicate via the spoken word. An inability to do so is a very significant impediment to social discourse. People, rightly or wrongly, distrust people they cannot communicate with and are apt to react negatively towards them. Rudimentary proficiency can offset this penalty somewhat but nonetheless marks the speaker as a 'foreigner' who should be greeted with caution.

EPIC FAME: Achieving this level of fame makes the character a polarizing figure. Those of an opposite alignment or belief will single him out as the living embodiment of everything they despise. As such, his aggregate fame modifier becomes a -2 penalty to such people. Conversely, those with some commonality (beliefs, patriotism, etc) will see him as an exemplary symbol of that which they hold dear. This grants an *additional* +2 bonus.

NOTE: NPCs react to a PC holistically. Although we detail individual contributing factors as a necessity of presenting rules, it is the aggregate modified value as well as an element of chance that the stranger is reacting to. They do not and cannot disaggregate the result to determine, say, an individual's Honor.

TIP: The No Accent talent eliminates the explicit reaction penalties stemming from poor language skills. It does not counteract any penalties to social skill use or the power to exert one's charisma as the unaccented character still does not have the vocabulary or mellifluence to properly exert these skills or traits.

Adjustments: Advanced or better 0; Average -1, Novice -2

Follow on problems: Little or no proficiency in a region's primary language severely impacts all social interaction skills. The effect is less pronounced for information gathering skills but highly deleterious when attempting to sway attitudes. In addition, poor language skills reduce or eliminate one's ability to employ the natural charm stemming from a high Charisma score.

Table 3.1: Penalties for Poor Language Skills

Language Mastery	Maximum Base Modifier from Charisma	Social Skill Penalty
Novice	0	-60
Average	+1	-30
Advanced	+2	-10

If a translator is employed, either explicitly via an NPC or by an internal spokesman proficient in the language, that person's social skills will dictate the course of events. A suave Rogue relegated to using a translator will be hard pressed to exert his engaging influence.

Racial Preferences: Bigotry is a fact of life in a world wherein multiple species of sapient life compete for survival. Deferring to the political niceties of a multicultural elite and creating a campaign world in which elves, dwarves and half-orcs are best buddies is simply an overreaction to real world intraspecies prejudice. We Homo Sapiens were not always the sole sapient race inhabiting the real world and our extermination of competing Neanderthal and Denisovan species bears testament to interspecies rivalry.

Initial reaction to strangers is strongly influenced by racial preferences (see Racial Preferences Table on p. 37 of the *Player's Handbook*). Simply put, strangers are more likely to trust individuals of a race that their cultural norms have accepted as 'safe' and will be very wary of those they hate or fear.

Adjustment: Prefer: +2, Like: +1, Tolerate: +0, Dislike: -4, Hate: -8, Fear -10

When dealing with races not included in this table, the default value is hate.

NOTE: These racial preferences closely emulate but do not in every case precisely match the default -20%/-40% reaction roll penalty given in the *Player's Handbook* for Half-Hobgoblins and Half-Orcs. The values here incorporate the Racial Preference Table (PHB p. 37), which is a finer gauge of attitudes. The mechanic presented here supersedes any inconsistencies.

Cautious Strangers: Certain individuals, by virtue of their profession, are inclined to react negatively or at least cautiously to strangers. Soldiers and guards typify such types. Their job is to be suspicious and on the lookout for trouble.

Adjustment: -2

Conversely, merchants and shopkeepers will bend over backwards to accommodate customers' bad manners, idiosyncrasies or language difficulties in hopes of making a sale.

Adjustment: +5

Intoxication: In general, people who have a few drinks in them are more prone to be gregarious.

Adjustment: This affords a +1 bonus per intoxication level.

Corollary: Mean Drunks (q.v.) are dangerous to approach and react very negatively towards strangers (-2 per intoxication level).

Religious Affiliation: Ardent (i.e. anointed) followers of a religion are inclined identify with and trust co-religionists based on affiliation alone. Conversely, those dedicated to a faith inimical to that openly espoused by a stranger are apt to react poorly.

Note that these adjustments apply to anointed followers only and necessitate either pretentious display of affiliation (such as wearing clerical vestments) or blatant interjection of dogma into the conversation.

Adjustment: Co-religionist: +2, Confederate Faith: +1, Adversarial Faith: -5

Acquaintances/Name Dropping: Having someone that the stranger knows vouch for you (either expressly or implicitly) can be very useful in establishing trust. This should provide a +1 to +6 bonus to initial reactions depending on the status and relationship of the reference. Obviously this must be a judgment call on your part with 'bearing a token from a trusted ally or superior' the most influential.

Social Class: Society within the *Kingdoms of Kalamar* is hierarchical and deference is generally accorded to social betters. It is considered impudent for commoners to initiate social contact with those of the upper classes.

Table 3.2: Class Based Reaction Adjustments

	Lower	Middle	Upper
Lower	0	-4	-8
Middle	+2	0	-4
Upper	+6	+3	0

Encounter Results

-18 or worse: Strangers refuse to have anything to do with the character, both preparing for battle (drawing weapons, unslinging shields, etc.) and advancing menacingly to drive him off or fleeing (Tenacity dependent). Authority figures (guards, constables) will attempt to apprehend the individual and mount vigorous assault if resistance is offered. Those jailed will be subject to intense interrogation to determine their intent and threat to the community.

Social Modifiers: The subjects of social skills receive a +80 bonus to their opposed die roll.

-13 to -17: Strangers refuse to have anything to do with the individual, preparing for battle (drawing weapons, unslinging shields, etc.) or fleeing (Tenacity dependent). Authority figures (guards, constables) will stop, frisk and interrogate the person confiscating any contraband (this may include weapons and large sums of money depending on local regulations). Resistance incurs their wrath (see *-18 or worse above*).

Social Modifiers: The subjects of social skills receive a +40 bonus to their opposed die roll.

-8 to -12: Strangers verbally abuse PCs. If forcibly confronted, strangers are subject to a morale check to stand their ground and confront the PCs (else they scatter).

Social Modifiers: The subjects of social skills receive a +20 bonus to their opposed die roll.

-3 to -7: Strangers offer a single rude or discourteous comment before carrying on with whatever they were engaged in before being interrupted.

Social Modifiers: The subjects of social skills receive a +10 bonus to their opposed die roll.

-2 to +2: Stranger politely excuses himself from the interaction claiming some pressing task, appointment or other responsibility.

Social Modifiers: The subjects of social skills receive no bonus (or penalty) to their opposed die roll.

+3 to +7: Stranger patiently listens to PCs and is inclined to be helpful.

Social Modifiers: PCs receive a bonus of +5 to their opposed die roll when employing social skills.

+8 to +12: Stranger courteously listens to PCs and proactively offers guidance or help in response to queries.

Social Modifiers: PCs receive a bonus of +10 to their opposed die roll when employing social skills.

+13 to +17: Stranger becomes a friendly casual acquaintance, remembers PC's name, and will thereafter wave hello or engage in chit-chat whenever their paths cross.

Social Modifiers: PCs receive a bonus of +20 to their opposed die roll when employing social skills.

+18 *or greater:* Strangers admire the PCs (and develop an infatuation if so inclined). They will go out of their way to become their friends and greatly desire to be in their company.

Social Modifiers: PCs receive a bonus of +40 to their opposed die roll when employing social skills.

Note: Salesmanship skills utilized by merchants are not subject to modification.

FEATS OF STRENGTH

A Feat of Strength check is a handy yardstick with which to instantly gauge whether or not a PC can perform some task requiring the application of brute force.

NOTE: A Feat of Strength check is an opposed roll with the GM employing a d20+modifier vs. the PC's d20+Feat of Strength modifier.

In situations where you already know (or can readily guestimate) the approximate weight of an object, it is probably better to simply use the Lift or Drag limitations listed under the Strength attribute. When it comes right down to it, a majority of feats of strength come down to lifting or dragging an object.

However, there are situations where friction or tensile strength pose the challenge and not mass. While force could be computed, the math is very complex and rationally out of the realm of an RPG. Similarly, there may be common situations where the mass of an object

Table 3.3: Feat of Strength Checks

Modifier	Condition
-8	act as rope anchor for smaller creature descending rope
-6	"fireman carry" a size S creature (with active assistance from victim)
-6	act as rope anchor for smaller creature ascending rope
-4	dead lift a size S creature
-4	Act as rope anchor for comparably sized creature descending rope
-2	"fireman carry" a size M creature (with active assistance from victim)
-2	act as rope anchor for comparably sized creature ascending rope
0	lifting one's body mass from a dead hang (situation could include pulling oneself up to a ledge)
0	dead lift a size M creature
0	pull a size M creature up from below (i.e. lifting someone out of a 10' pit)
+5	roll a boulder no taller than one's self
+7	opening a heavy stuck door*
+8	toppling a large statue or similar object
+12	breaking the wooden handle of a weapon
+14	Forcing open a heavy, solid locked door
+15	breaking a staff in two
+16	roll a really big boulder
+18	Forcing open a barred door
+19	bending the bars of an iron gate/portcullis
+19	lifting a gate
+20	holding a sliding wall in place
+21	ripping manacles out of a wall

**The presumption is that dungeon doors are comparable to a solid hardwood entry door and the one in question has swelled due to many years or decades of exposure to a damp underground climate)*

isn't readily apparent and a simple Feat of Strength may move play along quicker than Googling would.

This then is a handy chart of common Feat of Strength check values:

TIP: Torture will transform the subject into an implacable enemy of the torturer should he survive and escape. Those subject to interrogation are more likely to let bygones be bygones.

TORTURE

HackMaster has a mechanism built into the combat system that facilitates capturing of prisoners (i.e. the Trauma save and subsequent incapacitation upon failure). Unlike most other systems, the PCs do not have to proactively employ a kludgy alternative combat technique to subdue, knock out or incapacitate their opponents. Normal melee combat will often provide the opportunity to take prisoners as a matter of course.

This far more realistic outcome may prompt you – willingly or not - to consider aspects of play that rarely occur when the outcome of most if not all battles is the death or flight of all adversaries. Coup de grace will certainly come into play but its universal application is not assured.

Your PCs, depending on their alignment, may opt to either interrogate or torture their prisoners in order to gain information as to their strengths, defenses or plans.

The mechanics for both of these approaches are more alike than different. Each involves a contested skill check (vs. Resist Persuasion). However, given the large variance inherent in a competing d100 roll, it may come to pass that even a skilled Interrogator or Torturer may fail to break his subject.

Success or Failure: Competing rolls must always be done in secret. Success indicates that the victim reveals what information he knows. This requires a judgment call on your part specific to the scenario you are running. Flunkies are unlikely to know every single aspect of the lair, where the leader's treasure is hidden and likely will be incapable of drawing a map (not meeting the qualifications for cartography)! They certainly cannot reveal any 'metagame' information such as the levels of their commanders.

False but plausible results indicate that the subject is lying so as to end the torture or interrogation session (i.e. "...Dantooine. They're on Dantooine."). False but implausible and false but outrageous results during interrogation indicate that the subject is so unimpressed or confident as to mock the interrogator. Failure by a greater amount garners no information at all. Note that unless a torturer rolls a critical failure or the victim a critical success, failure does not prompt backsass from the victim. Rather, it is indicative that the victim is too groggy or disoriented to coherently reply.

Modifiers: Obviously circumstances can be manipulated to gain leverage over the subject. These are highly subjective though and demand some measure of input from an on-site adjudicator (i.e. the GM) as only you can adequately gauge the degree to which they may apply given the particular individual being questioned.

That said, the following are mitigating circumstances:

- Subject is imprisoned or confined in a manner such that escape seems hopeless: +5% to +15%
- Subject witnessed butchering or maiming of associates or comrades clearly demonstrating intent of inquisitors to kill uncooperative subjects: +10% to +35%
- Subject threatened with pain, suffering or death of a loved one if obstinacy continues: +15% to +50%
- Subject is fighting for a cause (religious zealot, clan loyalty): -10% to -50%

TIP: Obviously torture & interrogation are wholly ineffective if one cannot communicate with the subject.

For torture to be effective, physical pain must be applied. This corresponds with inflicting injuries on the victim. One aspect of achieving greater skill as a torturer is that the pain can be more skillfully applied with less resultant collateral damage. An unskilled torturer will invariably beat his victim to death after a few sessions while a master can keep his subject alive for possibly weeks.

Table 3.4: Torture/Interrogation Results

Difference between rolls	Torture	Interrogation
>50%	Spills guts	Spills guts
>25%	Provides 50% of remaining relevant knowledge	Provides 50% of remaining relevant knowledge
success < 25%	Provides 25% of remaining knowledge plus something false but plausible	Provides 25% of remaining relevant knowledge
Failure < 10%	Reveals false but plausible information	Reveals false but plausible information
Failure < 25%	Reveals false but plausible information	Refuses to speak or reveals false and implausible information
Failure > 25%	Passes out or incoherent	Refuses to speak or reveals *outrageously* false information

Table 3.5: Torture Damage

Skill mastery	damage resulting from torture session
Novice	2d4p
Average	d6p
Advanced	d4p
Expert	d3p
Master	1

Upon a torture skill check, damage must be rolled. If, and only if, the victim survives should potential success be determined.

Torturing a subject a second time in a day will always prove ineffective in extracting information. However, the added stress may simply kill the subject. Should a second attempt be made, the victim must make a CON check (d20 vs. CON) or die. Subtract 2 from the d20 roll for every skill mastery level the torturer possesses beyond novice to reflect their greater level of precision and control.

Repeated Sessions: If faced with failure or intransigence – or perhaps to verify suspect revelations – repeated torture can be employed on subsequent days. Note however that this will necessitate a greater time investment. Two hours is required on the second day and an additional hour every day thereafter (until 6 is reached). Provided the victim still lives, this can go on for some time.

Interrogation: This technique employs psychological techniques to trick or coerce a subject into revealing information. It does not rely upon inflicting pain.

This technique has a few advantages compared to torture. First, it does not typically generate false positives. Second, it may be employed by anyone (even Caregivers). Third, it does not run the risk of killing the subject. Incarcerated subjects may be subject to interrogation for years.

Given these differences, it may be far more palatable for players to employ.

Of course, should interrogation fail, torture can be used as a back-up plan.

LONG-TERM WEARINESS AND EXHAUSTION

While the combat section in the PHB properly covers windedness or short-term fatigue, this leaves open the question of what happens when a player pushes his character beyond his capacity over time. Examples are endless, but the most common scenarios include periodic combat over extended periods of time, lack of proper (or any) sleep or rest, insufficient nourishment, inadequate hydration, effects of heat or cold, forced marching, running long distances, stress, disease, illness, poisons and wounds. Of course, these examples do not comprise the full list. As GameMaster you will be asked to take these various effects into account, although, not likely by your players. If they had their way, their characters would double-time march all day, clear a dungeon, keep watch all night and do it again 7 days in a row. By enforcing these rules, however, you will increase their enjoyment of the game. I know this because applying these rules will force them to make some tough decisions and solve the problem of how to gain adequate rest (who keeps watch and when? Do we leave or stay in the dungeon overnight? Do we risk a campfire or go cold camp? Do we push on to escape the orc army or hole up in that nearby cave?). Never forget that solving problems is the root of any roleplaying game. Presenting your players with problems to solve is the essence of the game. Consider this to be another tool in your magic Toolkit of Great GameMastery.

Table 3.6: Weariness States

Status	Condition
Rested	Normal state
Tired	Fatigue Factor increases by a +1 penalty
Weary	Fatigue Factor increases by a +2 penalty, subject must check Fatigue even in first battle of the day
Beat	Fatigue Factor increases by a +3 penalty, subject must check Fatigue even in first battle of the day. All ability scores drop by 1 point. All skill checks are at a -5% penalty.
Dog-Tired	Subject has trouble performing complex tasks. Fatigue Factor increases by a +4 penalty, subject must check Fatigue even in first battle of the day. All ability scores drop by 2 points. All skill checks are at a -10% penalty.
Exhausted	Subject has great difficulty performing tasks. Fatigue Factor increases by a +6 penalty, subject must check Fatigue even in first battle of the day.. All ability scores drop by the greater of 25% or 3. All skill checks are at a -25% penalty.
Depleted	Subject can hardly do more than walk in a trance-like state. Character is despondent and exhibits the thousand-yard stare. Fatigue Factor increases by a +8 penalty, subject must check Fatigue even in first battle of the day. All ability scores drop by the greater of 50% or 6. All skill checks are at a -50% penalty.

**If any ability score drops to zero, the character passes out from exhaustion for 4 hours.*

Each fatigue-inducing event may shift the character's weariness level one degree toward exhaustion; the various levels and their effects are shown below in Table 3.6. You will need to use your judgment as to whether actions have a chance to shift a character's weariness level one, two or (in extreme cases) three levels toward depleted (or zero if you feel the event is perhaps trivial, though the letter of the rule may call for a check).

The basic chance of incurring weariness is a -4 penalty fatigue check (d20 -4 vs fatigue factor, FF or less indicates failure; a "1" that still exceeds FF is only a half failure with two half-failures required to drop a level). Listed on the following page are some examples to guide your decisions; all effects compound (i.e., if two

NOTE: Weariness states are not cumulative. That is, a character at a certain Weariness Status is subject to the penalties listed for that state, *not an aggregation of current and previous modifiers.*

Morale/Tenacity: Being tired negatively affects morale on a 1:1 basis, i.e., for each level of weariness below "Rested" a creature's Morale or Tenacity drops by one level. *For example, a character with a morale of Hero becomes Tired. His morale level drops to Fearless until he can become rested once again.*

"Three fatigue Check" results have occurred, have the PC roll six d20-4 to find the effects.

Weariness Triggering Events

(occuring in last 24 hours)

One Fatigue Check

- Spent a significant portion of time in combat (or in close proximity)
- Under a lot of mental stress
- Failed to sleep for at least 6 hours total
- Failed to rest for at least 8 hours total
- ⅔ rations
- Inadequate hydration (32 to 64 ounces)
- Exposed to harsh sunlight/glare for lengthy period (4+ hours)
- Exposed to average sunlight without headgear
- Exposed to heat or cold for prolonged period (4+ hours)
- Forced march
- Running long distances
- Disease level 1 (i.e. suffering from the minor effect of a disease)
- Poisons level 1 (i.e. aggregate penalties from -1 to -2)
- Stat down 25% of normal*
- Wounded to under 75% of full hit points

Two Fatigue Checks

- Failed to sleep for at least 4 hours total
- Failed to rest for at least 6 hours total
- ⅓ rations
- Inadequate hydration (less than 32 ounces)
- Forced march, double-time
- Poisons level 2 (i.e. aggregate penalties from -3 to -4)
- Stat down 50% of normal*
- Wounded to under 50% of hit points

Three Fatigue Checks

- Failed to sleep for at least 3 hours total
- Failed to rest for at least 4 hours total
- No food
- Inadequate hydration (none)
- Disease level 2 (i.e. suffering from the major effect of a disease)
- Poisons level 3 (i.e. aggregate penalties of -5 or more)
- Stat down 75% of normal*
- Wounded to under 25% of hit points

*Impaired (temporarily below normal) stats can result from critical injuries, undead drain, poison, disease, etc.

Example: Your players have just routed an orc lair slaying about half of the inhabitants and compelling the others to flee after failing morale. The players are contemplating skimping on sleep (getting only 4 hours) so that they can keep watch in pairs so as to mitigate any advantage the orcs might gain when they "unquestionably" return to do battle after regrouping.

You've decided that it's more in character for the lazy orcs to grab a full night's sleep before returning to evict the players. As such, the players may be fatigued when the orcs arrive.

You scan the weariness event triggers and identify "spent a significant amount of time in combat" (x1) and "failed to sleep for at least 6 hours total" (x1) as definite trigger events. Most of the characters have also accumulated wounds – varying from "wounded to under 75% of full hit points" (x1) to "wounded to under 50% of hit points" (x2). The players are well provisioned, did not engage in extraordinary movement and the temperature is not extreme so the other triggers do not apply.

The party cleric has a Fatigue Factor of 2 and minor wounds that nonetheless total over 25% of his full hit points. He thus must make three weariness checks. He rolls 3 d20s subtracting 4 from each result. If any score is 2 or less, he increases his weariness by one step down from Rested. The dice come up 2, 3 & 15. Subtracting 4 yields scores of -2, -1 & 11. Since his Fatigue Factor is 2, he failed two triggers and descends to Weary. Until he rests, his Fatigue Factor increases to 4 and he must check Fatigue during the first battle of the day (presumably with the orcs).

SLEEP

Fairly quickly during the course of a game, either in the first session or certainly within the first few sessions, questions surrounding sleeping characters will arise. From the very likely question of whether the party's female Halfling thief, Minnie the Moocher, sneaks up on that sleeping ogre and slits its throat without awakening it, to how long must my character rest to be at full capacity the next morning, to how likely is a weary guard to doze off during watch, these subjects will certainly arise and as GM, you should be prepared for them. And that's just what this section is about, preparing you, the stalwart GM, with rules and guidelines to cover all situations involving sleep.

NOTE: Determination massively outweighs the importance of physical conditioning when resisting sleep hence the employment of a Wisdom check

Dozing off on Watch

As a GM you will be confronted, quite often, actually, with both NPCs (especially lazy monsters, like orcs and goblins) and PCs pulling guard duty in the wee hours. These are the rules for falling asleep on duty.

The basic chance for a character to doze off is a competing Wisdom check (d20p + Wis) against a straight d20p+4. Once a character dozes off, if undisturbed for at least 10 minutes, make a second check against a d20p+8, failure indicating the character has fallen into a slumber. If undisturbed for at least 10 minutes more, make a third check against a d20p+12, failure indicating the character has fallen into a deep sleep. Apply all applicable modifiers from Table 3.7, below. Note, standing characters will fall, allowing another save. Sitting characters may fall, but only after slumbering unless sitting precariously to begin with.

Table 3.7: Falling Asleep Modifiers to Opposed Wis Check

Modifier	Condition
+1	Tired
+2	Weary
+4	Beat
+6	Dog-Tired
+8	Exhausted
+10	Depleted
+6	No sleep per day before
-4	Slept 4+ hours immediately prior
-6	Less Sleep Talent
+2	Slept 1-2½ hours immediately prior
add'ln save	Character falls over
-6	Conversing with another character in normal voice
-2	Conversing with another character in hushed tones
-4	Pacing about
-2	Standing
+4	Laying down

Awaking from sleep

There are a myriad of ways for a character to awaken from sleep, a cup of cold water tossed in the face, the smell of bacon cooking, a punch in the eye, a loud noise, jostling, bright light, warm urine and so-on. In any case, all involve a sensory detection, either sight, sound, touch or smell. When any sensory information assails a character in such a way that you feel there is a chance for the character to notice, you can make a check (or request a PC to if you prefer, but do not give anything away!) for the character to either waken or remain asleep (at the character's option – they may be trying to sleep through a storm or the incessant bickering of the fools on watch). Again, this is a wisdom check, run the same way as the chance to fall asleep, but in reverse – with only one check necessitated against a d20p+4.

Awakening: Characters awaken in d12p seconds minus the amount they succeeded in making their Wisdom check to awaken. Add this to the count that the awakening mechanism occurred (failed Sneaking roll, thunder, shout, etc). A zero or lower result means that the character awoke instantly and a negative result further modifies the d4p seconds required to come to and act after awakening (once a character wakes, he requires d4p seconds to react). Frequency of checking to awaken is every second that a trigger exists. *For example, a single thunderclap would afford but one roll to move from deep sleep to slumber, whilst a continuous din such as battle or an ally raising the alarm over and over would allow a new check every second.*

Table 3.8: Situations to Check for Awakening

Modifier	Condition
-8	Noise, Soft (twig breaking)
0	Noise, Medium (speaking in normal tone, distant thunderclap)
+4	Noise, Loud (combat, shouting, thunderclap)
-8	Light, Dim (candle 10 feet away)
-2	Light, Medium (torch 10 feet away, dawn)
+2	Light, Bright (sunlight)
-8	Touch, none
-4	Touch, Soft (caress)
+2	Touch, Medium (jostled, gently pushed)
+8	Touch, Heavy (vigorous shake, kick, heavy weight pressing, wetness, lifted)
-8	Aroma, Mild (mild flowers, grass)
-2	Aroma, Medium (favorite food cooking)
+2	Aroma, Strong (fresh fecal material)

Forced Awakening: Sleepers require 2d4p seconds to wake up when an alarm is shouted. If jostled, shaken, slapped or injured, this time is reduced to d4p seconds.

A coup de grace on a sleeping opponent requires an additional d12p if the executioner wants to avoid waking the victim during the process. Recall that a typical coup de grace involves an awake but helpless foe that is already raising a racket. A low d12p roll indicates that the victim is laying on his back, mouth and throat exposed. A high roll means the victim is situated in an unhelpful position (arm covering neck, on side and facing away, etc.) and the murderer must spend extra time carefully maneuvering into an effective position.

Example: Let's consider the common situation where the party thief, a sly halfling known as Mack the Knife, wants to eliminate a couple of lazy gnole sentries while they sleep.

Mack first Sneaks (32%) up on the snoring Gnoles. It's a competing check versus the Gnoles Listening (40%), with an easy (+80) bonus since they are in deep sleep. Sadly, Mack rolls a 04 (4+32+80=116) versus one Gnole that rolls a 96 (96+40=136) and the other with a 67 (67+40=107). The first Gnole can make a check to see if he moves from deep sleep to a slumber. Since Mack barely (<10%) missed

NOTE: Should you need to employ the Awakening from Sleep rules with respect to a monster, you may assume – *for purposes of a Wisdom check* - that it has a numerical Wisdom score equivalent to its Intelligence as listed in the Hacklopedia. Thus an Obtuse monster has a Wisdom between 4 & 7 (d4+3).

NOTE: A Coup de Grace qualifies as Medium Touch and once awake and acting, the character avoids the automatic Coup.

his roll, the GM rules that the noise was a small one, so the Gnole suffers a -8 penalty to his waking attempt for this condition. Other applicable modifiers are bright light (+2), no touch (-8) and strong aroma (+2). These are based on the GM's subjective interpretation of lighting conditions (torchlight is bright for a Gnole) and the gnole's keen sense of smell. Thus the Gnole attempts a Wisdom check (d20 +3 (Wisdom) -12 (conditions) vs. a straight d20p+4. The Gnole fails this roll.

Next Mack positions himself for a coup de grace against Gnole #2. The GM rolls d12p + 3 (normally it takes three seconds for a thief to Coup de grace an enemy), he rolls a 7 plus 3 for a total of 10. Rather than simply saying 10 seconds transpire, our good GM describes how the Gnole is laying curled up and has an arm over his snout. He ticks off a few seconds at a time, while Mack sweats out his positioning and describes his actions. The GM rules the positioning counts as a light touch as well as some moderate noise. The second Gnole now rolls a d20p +3 (Wis) + 0 (noise) +2 torchlight (bright for a Gnole) +2 for a strong aroma (strong sense of smell) and +2 for a medium touch nets a d20p+9 vs a d20p + 4. The first Gnole also rolls a chance to wake, but only at a d20p-1 since he was not touched. Sadly, the Gnoles failed and Gnole #2 was dispatched.

Now Mack goes after Gnole #1. His d12p +3 for the coup de grace yields only a 6. The first Gnole now rolls a d20p +3 (Wis) + 0 (noise) +2 torchlight (bright for a Gnole) +2 for a strong aroma (strong sense of smell) and +2 for a medium touch nets a d20p+9 vs a d20p + 4. This time he succeeds by rolling a 14+9=23 versus Mack's 12+4= 16. The Gnole begins to waken in d12p-3 seconds! Sadly, the GM now rolls a 9, for a net of 6…the Gnole wakes fully just as Mack finishes his coup de grace. He can now sneak back to the party, an unscathed hero.

Adequate Rest

Characters and humanoid monsters require 8 effective hours of rest (6 of which must be sleep) to begin the day Rested (excepting characters with the Less Sleep talent). Less than that and the character will be subject to increased chances of fatigue as indicated on the tables, above.

Deduct one hour of sleep and rest from characters that are taking their respite in poor environmental conditions (too cold, warm, wet, noisy, light). Feel free to compound these as seems appropriate. Further, those insisting on sleeping in armor (save robes or padded) suffer one less hour of rest while in light armor, two in medium and 3 in heavy. Characters that actually take their rest in poor conditions, do doze off fitfully, but suffer the equivalent of one failed fatigue check the next day, all day (e.g. they begin the day already "Tired"). These penalties increase geometrically for each additional day spent with such inadequate rest (e.g. a second day of poor sleep - whether it be the result of sleeping in armor or camping out with nothing but a wool blanket between you and the ground - results in the equivalent of two failed weariness checks. A third consecutive night means four failed weariness checks and starting the day out "Dog-Tired").

NOTE: Getting a restful night's sleep requires more than simply plopping down on the ground or a stone floor. A hard surface, possibly uneven or interspersed with roots or stones, is just not conducive to sleep even when assuaged with a couple of wool blankets.

PCs opting to sleep *in situ* must have a semblance of a bed in order to avoid fatigue. The penalties for a night or two of poor rest are not crippling, but explorers on an extended trek will literally tire of their miserable accommodations.

A bedroll will suffice in most instances to provide adequate support to facilitate a good night's sleep. Alternatively, characters may gather ersatz bedding (straw, dry leaves) to form a nest of sorts.

If the ground is wet – an endemic property of certain terrain – this will not suffice. A hammock will raise the sleeper off the ground provided, of course, that anchor points exist.

Inclement weather (i.e. rain) is disruptive to sleep and will ensure a poor night's rest unless the characters can find shelter or have a tent to pitch.

DEHYDRATION

Dehydration poses a great threat to mercenaries traversing the wilderness. Unfortunately players are too frequently unaware of their true need for water and the grievous harm that rapidly besets those suffering from dehydration. Most players are complacent and think that a 2 quart waterskin is sufficient to satisfy their needs. This is hardly the case.

Fortunately, all PCs possess a basic familiarity with fieldcraft (*the Survival skill is universal*). It is presumed that individuals wishing to become explorers either gained these skills via their background or were taught elementary survival skills during the process through which they became 1st level characters. Even at novice mastery, PCs will know that they need to drink sufficient water to avoid the detrimental effects of dehydration. As such, you should inform your players that you will be enforcing these rules during their overland journeys and let them know their minimal requirements to avoid penalties.

A physically active adventurer needs to drink five quarts of water a day*. Traipsing around all day carrying 40+ pounds of gear potentially interspersed with intermittent periods of vigorous physical activity (e.g. melee) is hard, sweaty work.

**resting characters (i.e those engaged in exclusively sedentary activities) may drink as little as 2 quarts per day*

There are three states of dehydration: mild, moderate and severe (the latter life threatening).

Mild dehydration sets in the day subsequent to one in which the character did not sufficiently hydrate**. Symptoms are noticeable and include thirst, headache and dizziness. Mildly dehydrated PCs suffer the following effects:

- -1 penalty to Attack, Defense, Damage & Mental Saving Throws ***and a***
- +3 penalty to their Fatigue Factor
- overland movement penalized by 25%

Recovery from mild dehydration involves merely replacing lost fluids by intermittently drinking sufficient extra water to make up the previous day's deficit. If this is done, all penalties are removed on the next day.

** *This is an all-or-nothing requirement. Either the PC drank 5 quarts of water or he didn't (assuming he was active else the 2 quart rule applies).*

Moderate Dehydration: If the character continues to inadequately hydrate, he will develop moderate dehydration on the second day. Symptoms are similar to, but more intense than, mild dehydration. Moderately dehydrated PCs suffer the following effects:

- -3 penalty to Attack, Defense, Damage & Mental Saving Throws and
- a +6 penalty to their Fatigue Factor
- they may not sprint
- overland movement rate is reduced by 50%.

Recovery from moderate dehydration involves not only replacing lost fluids by intermittently drinking sufficient extra water to completely make up the previous days' deficit, but also a full day's rest, as the body has endured significant stress. Once this is done, all penalties vanish the next day. If, however, the character does not (or cannot) rest yet drinks enough water to cover the deficit, he still recovers, albeit more slowly. In this case, one penalty point is lost from Attack, Defense and Damage, and two from Fatigue for each subsequent day he attains sufficient hydration.

Severe Dehydration: If a moderately dehydrated PC continues to go without sufficient water, the character becomes severely dehydrated. This condition is both debilitating and life threatening.

Severely dehydrated PCs suffer:

- -5 penalty to Attack, Defense, Damage & Mental Saving Throws
- +10 penalty to their Fatigue Factor
- may not sprint or run, strategic (i.e. overland) movement is reduced by 75%
- chance of spell mishaps increases by 25% (i.e. add +5 to Table 4.3: Spell Failure Checks)

Beginning on the 4th day, the character must perform a Trauma check every 12 hours. Failure indicates he collapses and dies. Those fortunate enough to succeed at this check still lose 1 point of Constitution permanently.

Once this state is reached, drinking sufficient water will alleviate the chance of death but does not mitigate any other existing penalties.

Recovery from severe dehydration requires nursing (i.e. the patient's recovery is supervised by an individual with some mastery in First Aid) else all times are doubled. In addition, rest is mandatory for any recovery.

Every full day of rest restores 1 penalty point to Attack, Defense and damage and 2 points to his Fatigue factor per day until they reach pre-dehydration values.

Note that cure wound spells will not relieve dehydration.

STARVATION

Starvation presents a far less immediate threat to survival than dehydration. Edible foodstuffs are usually readily available to explorers in a pinch although they may present challenges of their own (nasty sharp claws and teeth). Rudimentary proficiency in Cooking/Baking is sufficient to transform anything from a rat to an owlbeast into an adequate if not entirely satisfying meal.

That being said, it is entirely possible for players to wind up in a predicament wherein they are short of food. In such a case it is necessary to enforce the starvation rules.

Characters completely deprived of food suffer the following effects:

- Days 1-3: PCs lose 1 point of Strength per day
- Day 4+: biological starvation adaptation kicks in, PCs lose 0/40 points of Strength per day from this point forward

This Strength loss is situationally dependent and can be restored by resuming eating. Returning to an unrestricted calorie diet restores Strength at a rate of 1 point per day.

Should a PC's Strength score reach 0/00, he dies from starvation.

Those playing races with a penalty to Strength may balk at these rules but one must recognize that there is a reason why halflings are notorious for overeating. They simply are more susceptible to starvation and the habit of second breakfasts is simply a cultural adaptation to this weakness. Pixie-faeries are akin to hummingbirds and are even less tolerant of food deprivation!

Overweight/Obese exemption: From day 4 forward on, overweight characters only lose 0/32 points of Strength per day while obese characters lose 0/24. These flaws are not universally detrimental.

Gluttons: The -2 Strength penalty is assessed on top of normal penalties beginning on day 1. Although this penalty is largely psychosomatic, it is nonetheless real to

characters with this flaw. Should this lead to their premature death, it is a reflection that they simply gave up the will to live earlier than they might have otherwise had they not been a glutton.

Partial Rations: PCs aware of the fact that they may be facing starvation can preemptively attempt to stretch their rations by curtailing their food intake to half or quarter rations. This is easily handled by modifying penalties by the requisite ration (i.e half rations result in 0/50 Strength penalties during the first 3 days and 0/20 Strength loss thereafter). *Note that gluttons cannot voluntarily abide by these restrictions and will undertake whatever means possible to consume extra calories!*

Stimulants (appetite suppressants): Taking stims will reduce Strength loss by 0/10 by day. A character can subsist indefinitely on three-quarter rations if he drinks coffee all day. *This is conventionally known as dieting.*

SUFFOCATION/DROWNING

An average PC (CON 11/01) can hold his breath for 2 minutes (120 seconds). *

For every full 10 fractional points of Constitution (e.g. 0/10) above or below the median, add or subtract 1 second to the baseline of 2 minutes (120 seconds).

The Pain Tolerant, Tough as Nails, Long Distance Running, and Physical Conditioning talents each add 20 seconds to this baseline. These benefits are cumulative.

For Example: Gottrikk the Barbarian has a Constitution score of 12/16 and possesses the Long Distance Running and Physical Conditioning talents. His CON is 1/16 (116 basis points) over the median value of 11/01 thus he adds 11s to the time he can hold his breath as each 10 basis points add a second. Additionally, his two talents each add 20s. He can thus hold his breath for 120s + 11s + 40s or 171 s.

After the maximum time is reached, they cannot take the pain of holding their breath any longer and will attempt to breathe. Should their next breath be devoid of oxygen (or full of something else, like water) they begin to suffocate/drown.

If submerged in water, those with advanced mastery or better swimming proficiency will retain their bearing and can continue to take actions (presumably to head for the surface). Less capable swimmers risk panicking and forfeiting their opportunity to take any actions (in effect, becoming helpless and requiring third party assistance).

Those susceptible to panic whilst drowning must attempt a Wisdom check (roll beneath wisdom attribute) or else they panic and can take no further actions even with regards to self-preservation. This roll is modified as follows:

Non-swimmer	d20+6
Novice Swimmer	d20-2
Average Swimmer	d20-4

For every second a character is drowning, he loses 5 fractional points of Constitution (i.e. after 20 seconds he would have lost 1 full point of constitution). In addition, he sustains a d3p wound every full 10 seconds so affected. Once his CON *or* hit point total reaches 0, he has perished.

NOTE: The two minute figure assumes the PC was able to get a good breath in before he started holding it. Taking such a full breath is a 1 second action. If they were unable to do so (unforeseen immersion), they can only hold their breath for a baseline of 90 seconds.

Those with master level swimming proficiency can hold their breath for a minimum of 200s regardless of circumstances.

These rules build upon those presented in the *Player's Handbook* as a superset. Essentially, they prevent a non-swimmer with tons of hit points to unrealistically 'tough it out' and remain submerged for an egregious amount of time.

EXTREME TEMPERATURES

Hot Weather

Engaging in strenuous physical activity in elevated temperatures can rapidly exhaust even the heartiest individual. Players must add +1 to their character's Fatigue Factor at 80° F (27° C) and an additional +1 for every 5° F (3° C) thereafter.

GMs should refresh their knowledge of the Fatigue rules (PHB p. 232) when elevated temperatures are in play as succumbing to fatigue is far more likely given the possibly severe fatigue penalties these conditions can impart.

Exertional Heat Stroke: Becoming fatigued at heightened temperatures risks heat stroke. Whenever the ambient temperature warrants adding additional Fatigue factor penalties, the GM must pay close attention to accumulated fatigue. Should a character's accumulated fatigue reach -4 penalties (i.e. 3 successive fatigue check failures not remediated by resting for 5 minutes), he risks heat stroke. This could easily occur in a lengthy battle where taking a 300 second action to rest may involve some difficult trade-offs…

Upon initially reaching this threshold, and for every fatigue inducing event thereafter, the character must attempt a Trauma check. If he fails, he succumbs to heat stroke.

Individuals succumbing to heat stroke are immediately incapacitated.

Treatment: First Aid providers may attempt a very difficult skill check to stabilize the heat stroke victim. Failing this, the victim under a First Aid provider's care may attempt a Trauma check every 4 hours. Success indicates recovery while a natural 20 on the check means the patient entered cardiac arrest and died.

If not attended to by a First Aid provider, a heat stroke victim rolls a d20 every 4 hours. On a 1-2 he recovers while a 20 indicates death. Other results indicate he remains incapacitated. These checks should be made until his final fate is determined.

Note: Characters ensconced by a *Moderate Personal Climate* or similar spell may ignore heat exhaustion and heat stroke if the temperature remains below 95°F (35° C).

Cold Temperatures

Characters wearing any protective armor (to wit, heavy robes or better) need not concern themselves with exposure as long as the ambient temperature remains above 40˚F (4˚ C). These armor types incorporate sufficient layers of padding and layers to adequately shield the wearer against moderately low temperatures.

Table 3.9: Cold Weather Gear

Cold Weather Gear Type	Protection to	Defense Penalty	Init Mod	Speed Penalty
Winter	20°F (-7° C)	-1	+1	0
Arctic	0°F (-18° C)	-2	+2	+1
Polar	-20°F (-29° C)	-4	+3	+2

Beyond these temperatures, characters will have to don heavier clothing to protect themselves from the frigid temperatures. This insulated outerwear may comprise quilted undergarments, gloves, scarf, woolen stocking cap or ushanka, jacket, heavy boots (valenki), *et cetera*. The colder the temperature, the bulkier the outerwear becomes. Obviously, characters normally wearing bulky armor would purchase overgarments fitted to accommodate said equipment.

The bulk associated with layers of overgarments will have a detrimental effect on those wearing them as it is simply impossible to bob and weave to the same degree as one could sans this additional accouterment.

Despite the layers of additional clothing, no additional DR is gained via cold weather clothing as such gear is designed to insulate by trapping air rather than resisting the passage of a metal blade.

The listed level of protection ensures that an individual wearing said clothing can remain indefinitely in an area up to the clothing's protection level regardless of wind chill. Polar clothing represents the practical limit of wool & fur protective clothing. GoreTex, Thinsulate, and other synthetic fibers do not exist.

Frost Damage: Insulated clothing will protect the wearer from cold damage delivered instantaneously by magical means. A PC wearing winter clothing deducts 2 points of damage from any such attack while arctic and polar clothing deducts 4 and 6 points respectively.

Exposure: Not dressing warmly enough in cold weather puts characters at risk of suffering from exposure. This comes into play whenever the ambient temperature drops below 40˚F (5˚ C).

As a baseline, PCs temporarily suffer a loss of 0/10 points of Constitution per hour they are exposed to weather in the range of 39˚F to 20˚F (4˚C to -7˚C). For every 20˚ increment chillier, the penalty is doubled. Thus a character would lose Con at a rate of 0/20 per hour in 19˚F to 0˚F (-6˚C to -17˚C) temperatures, 0/40 per hour in -1˚F to -20˚ (-18˚C to -29˚C) temperatures & 0/80 per hour in -21˚F to -40˚F (-30˚C to -40˚C) temperatures.

Obviously proper clothing eliminates this penalty while lighter gear reduces it. Winter clothing extends a PCs endurance one increment further (e.g. he only begins accumulating CON damage at a rate of 0/10 per hour in 19˚F to 0˚F (-6˚C to -17˚C) weather). Arctic and polar clothing extend these ranges 1 step each. Thus a PC in polar clothing would not suffer exposure until temperatures reached -21˚F (-30˚C) and even then at a manageable 0/10 points per hour.

Table 3.10: Frostbite Damage

Accumulated cold-related CON loss	Permanent Disablement
≥4 points	Loss of ability to use Sprint Movement rate
≥6 points	(above plus) Loss of ability to use Run Movement rate, permanent -1 Attack penalty
≥ 8 points	(above plus) Movement rate permanently reduced 50%, Permanent -2 Attack, Defense & Damage penalty

Frostbite: Characters exposed to cold for lengthy periods will begin to lose sensation in their extremities rendering them sluggish and making it more difficult to handle tools effectively. For every full point of CON lost to exposure, assess a -1 penalty to Attack, Defense & Damage, +1 to speed, and a -10% penalty to skills requiring tool use as well as Listening.

Should a character accumulate 4 points of CON loss due to exposure, he begins to suffer *permanent* losses per the following chart:

Death: Characters that drop to 0/00 Constitution as a result of exposure freeze to death.

Recovery: The initial point of CON damage can be recovered within 5 minutes by sitting in front of a roaring fire. More serious CON damage (e.g. any CON damage beyond 100 fractional points) necessitates rest in a warm environment. If such rest is obtained, 1 full point of CON is restored per 24 hours. Note that permanent losses represent tissue necrosis and cannot be restored short of a *Regenerate Wounds* spell. There is no need to assign specific flaws such as missing digits or ears as the penalties above are in themselves an adequate representation of the impairments suffered.

SETTING STUFF ON FIRE

Setting fires is often the last desperate gamble of a weak opponent or the crazed notion of an enemy otherwise stymied.

Resorting to pyromania is not without risks and is

Underdressed Exposure: It may come to pass that a PC is stripped naked or wearing only the barest of clothing (loincloth). In this state of undress he is far more vulnerable to exposure. For this special circumstance, exposure begins when ambient temperatures drop below 60° F. Use the exposure rules on this page but shift them up one step. Thus the first interval of exposure begins at 59° F to 40° F and penalties double every increment thereafter.

rarely a speedy process. Nonetheless, one frequently has to be burned to learn a lesson, so some in depth mechanics are necessary.

Flammability:

This is a measure of how readily a material catches fire and continues to burn of its own volition. There are four classes of flammability.

Class A: Material in this category can be readily set alight with a spark and thus makes excellent kindling.

Torches
Individual sheets of paper
Dried leaves
Hay or straw

Under unhurried conditions, Class A material will ignite in d6p seconds given a successful (easy) Fire Building skill check. Stressful conditions increase the skill check threshold to average.

Class A material will also ignite in d3p seconds if a superior ignition source (e.g. a torch) contacts the stuff. A *Fire Finger*, *Fireball* or *Scorch* spell will ignite Class A material immediately.

Class B: Class B material is generally too thick or dense to be set alight with a spark. It readily burns but must be ignited with an open flame. Examples include:

Cotton, linen or woolen clothing (dry)
Canvas sack
Knapsack
Arrows and quarrels
Distilled liquor (rum, whiskey)
Books and scrolls
Dry sticks and twigs
Light duty furniture
Silk rope

This material will ignite in d6p seconds of continuous contact with an open flame. A *Fire Finger*, *Fireball* or *Scorch* spell will ignite it immediately. Once ignited, these materials will be ruined within 30 seconds unless extinguished.

Class C: This category of materials will burn but requires additional time or significantly higher temperatures to ignite

Wooden doors
Leather goods (including armor)
Shields
Weapon Shafts (axe, mace, flail, warhammer handles, pole arm shafts)
Bows & crossbows
Frame buildings
Sound hardwood furniture
Softwood trees
Seasoned firewood
Hemp rope

This material requires d4p+2 minutes of continuous exposure to ordinary fire to 'catch' and to continue to burn of its own volition. *FireFinger* and *Scorch* spells are insufficient to ignite these materials. A *Fireball*, however, will immediately set these materials alight. Inanimate objects in the Volume of Effect [VoE] of a *Fireball* will begin burning immediately – those in possession of an individual will only do so if said person fails his saving throw versus the spell.

Class D: This final catch-all class of material represents the most difficult material to set alight. Examples include:

Mature hardwood trees
Palisade walls (or solid wooden structures several inches thick)
Damp Class C items

This material requires d10p+10 minutes of continuous exposure to ordinary fire to 'catch' and to continue to burn of its own volition. *FireFinger* and *Scorch* spells are insufficient to ignite these materials. Even a *Fireball* may not these materials alight (roll a contested d20 check to see if they ignite). A *Torrential Fireball* will set it on fire immediately.

Extinguishing Fire

It is important to note that being set alight does not mean 'instantly destroyed'. An item may be purposefully extinguished by solely concentrating on this task for a certain amount of time proportional to the size of the object. Such activity demands the actor's full concentration and precludes mounting an active defense if simultaneously attacked by an opponent.

Class A items (i.e. hay, sheets of paper, dried leaves): Material in this category generally cannot be extinguished before it is incinerated, as it burns so quickly. Anyone attempting to extinguish a Class A item must solely focus on the task for d4p seconds. They can do so by simply smothering the item. Doing so does not make the fire-fighter susceptible to burn damage, as items in this category do not radiate an excessive quantity of heat.

Class B items (i.e. Books, canvas sack, arrows): Material in this category can be extinguished in d6p seconds per item. This can be accomplished by simply smothering the item. Doing so does not make the fire-fighter susceptible to burn damage, as the items do

NOTE: In theory, a roaring fire or spells such as Fireball could deplete the oxygen in a confined space such as a subterranean cavern. This is mathematically complex to model and thus difficult to provide easy to use rules to simulate the effect. *More importantly, their inclusion adds very little to the gaming experience – as would the derivative need to ensure proper ventilation in any subterranean setting.* Strict application of physics, chemistry and biology in the context of an RPG must be taken with a grain of salt. To do otherwise would undermine many fundamental assumption of this *fantasy* realm.

The sciences should serve to make the world *seem* real but not act as an impediment to the ultimate goal of having an entertaining adventure.

not radiate an excessive quantity of heat. Stomping the flames out, dousing the items with water or pouring a sufficient quantity of liquid over the burning items will also do the trick, although it should be noted that stomping may break an item (at the GMs discretion.)

Class C Items:

Small sized items (i.e. small shield, small weapon, section of rope): These items may be extinguished in 10+d6p seconds. They are more difficult to extinguish than Class B items as they've been heated to a significantly higher temperature in order to set them alight. Once ignited, these materials will be ruined within 3 minutes unless extinguished.

Medium sized items (medium shield, M-L weapon, suit of armor): These items may be extinguished in 15+d6p seconds. Once ignited, these materials will be ruined within 5 minutes unless extinguished.

Such items may be extinguished by carefully pouring a half gallon of liquid over them, dousing them in a water source or smothering them in a large piece of cloth (blanket, cloak). Unfortunately, the target of a fireball (or someone otherwise engulfed in flames) may find that all his 'smothering material' is also on fire. He may opt to smother the item with his own body but will sustain a single burn wound the severity of which is 1 hp for every 2s he does so.

Class D Items:

Larger items than those mentioned need to be doused in several gallons of water, immersed in water or covered in sand or dirt in order to be extinguished. The time required to do so is highly subjective so you, as GM, will have to make a judgment call. However, here are some common examples to base your judgments on.

Sturdy Wooden Door: 20 minutes to burn through; may be extinguished in 30s but requires a few buckets of water

Frame buildings (cottage): from point of ignition will be thoroughly engulfed in flames in 10 minutes – will burn for 4 hours until it consumes the building; may be extinguished in 2 minutes by application of several buckets of water but once burning for 10 minutes the building cannot be reclaimed

Hay Barn: These types of building are tinderboxes. If set alight, vigorous action (taking no less than 5 minutes) must be taken within 30s or the building will become an unquenchable inferno.

Running through fire

Characters may find themselves in a precarious situation where they are forced to run (or walk and perhaps crawl) through open flames. Maybe they have to run into a burning building – or out of one that was previously a secure post. Either way, this needn't be a deathtrap. A character (or NPC or monster) will suffer d4p damage for each 10s he is in this situation. Damage should be assessed at the 10s mark thus someone enduring 9s of flame is unharmed.

Characters can cover a lot of ground in 10s so unless the fire is simply enormous or they stop to do something else, this should not pose an inordinate hazard.

Smoke Inhalation

What *will* pose an inordinate hazard is smoke. Avoiding being engulfed in fire is far easier than avoiding the billowing smoke emanating from said fire.

Simply put – burning stuff in a poorly ventilated (or unventilated) area is a recipe for disaster. Brick-a-brac, clothing, furnishings and wooden supports tend to produce a great volume of smoke as they burn. If you're in a building this is problematic – if you're in a confined area of tunnels far underground it could easily be fatal.

How quickly will an area fill with smoke? For game purposes, you're going to have to make a judgment call. Though it is possible to precisely model these effects, most of you don't have access to a supercomputer and software appropriate to the lengthy task. Following are some common scenarios to base your call off of:

Room contents: You need to consider the room's contents and construction. A bare cave or dungeon corridor has little or no readily inflammable objects and thus will not generate secondary smoke from ignition of objects. Dead or incapacitated NPCs or monsters are not an adequate fuel source to warrant considering smoke effects. Solid wooden doors, tapestries and wooden construction are all potential fuel sources and ignition of said would generate smoke.

Example – Small room filled with stuff: This is a typical "living quarters" setup. It may be an entire cottage or a dungeon room up to 500 square feet. Such rooms typically are filled with clothing, bedding and light furniture – all of which are easily set alight. Fires in these types of areas will quickly fill them with smoke. 2 minutes from the onset of a fire these rooms should be considered to be smoke filled.

Ventilation: Smoke will expand beyond its initial area to fill all adjacent areas not blocked by fire doors. Sturdy wood doors typical of dungeon lairs will serve as fire doors and block smoke infiltration as long as they remain closed. An adequate ventilation source will preclude smoke expansion beyond the initial room but this needs to be a substantial vent.

Rate of smoke expansion: For convenience, assume that a burning fire fills 200 square feet per minute (i.e. two 10'x10' map squares). Thus a smoky fire in the orc bunkroom will expand to fill 20 feet of a 10' wide corridor each and every minute. This will progress until the entire structure or lair is inundated with thick smoke.

NOTE: Setting animals or people on fire: Flesh is extremely difficult to ignite. Living organisms are extremely resistant to burning, after all the human body is ⅔ water. *Traditional cremation takes hours.* As such furry animals and people will suffer burn damage, but will not ignite. Although clothing, equipment and hair may singe or burn, flesh and fur are not fuel sources.

NOTE: It should be completely intuitive, but just in case you cannot read between the lines, any spell that can ignite a Class X object on fire can ALSO ignite any Class of object below X on fire as well. I.e. A *Fire-wall* can immediately ignite classes A-C, not just C.

Effects of Smoke: If characters remain in smoke filled areas, whether to battle the fire or to engage in battle, they must make a special check in order to simulate the detrimental effect smoke inhalation has. For every 30 seconds spent in this area, each PC must make a Constitution check (d20 vs. their CON score).

A roll greater than the character's CON score (or a natural 20 in any case) means he has begun to suffer from smoke inhalation. Assess a -1 penalty to Attack, Defense and Damage. Subsequent failures are cumulative. If a character accumulates penalties of -10, he dies. Exiting the smoke permits one to reverse penalties at the rate of +1 per 5 minutes.

Visibility: This too is hampered by thick asphyxiating smoke. The areas are considered to be in dim lighting thus necessitating a -4 Attack and -2 Defense penalty upon all combatants. Low light vision does not remediate this penalty.

Discussion of Specific Spells:

Breeze: This spell has a 50% chance of eliminating asphyxiating smoke from its VoE. However, the smoke may refill this area in due course.

Endure Heat: Simply being in a burning building may exceed the capabilities of this spell. It provides no protection to anyone passing through fire.

Extinguish: Undoubtedly this is a great asset in combating fire. It will instantly extinguish fires in a 10'x10' area and immediately stop further smoke generation.

Fire Strike: see *Fireball*. This spell will also set any flammable object alight including palisade walls. It's a real fire hazard.

Hurricane Force Wind: This spell will extinguish fires (likely scattering the fuel source if loose). It's also an excellent active ventilation source that will clear an area of smoke.

Magic Beanstalk: May be set alight but is considered a Class D object

Pillar of Fire: Ignites Class B objects immediately, Class C in 30s and Class D in 3 min. Any flammable objects within the VoE are reduced to cinders at the conclusion of the spell (i.e. if cast over a palisade wall, the wall is set alight at the 3 minute mark and will spread to adjacent sections of the wall. The 30' diameter width over which the Pillar was cast is thoroughly breeched at the 5 minute mark).

Strong Breeze: This will dissipate smoke in its VoE.

Smoke Screen (M2): This smoke is not asphyxiating.

Flaming Missiles (M3): Said missiles can only ignite Class B material. Their burn time is too brief to set more durable objects on fire.

White Hot Metal (M3): The spell name is a misnomer as metals subject to the spell will glow red not white (they are heated to 'only' 1350K). After d6p seconds, Class B items in contact with the glowing metal will ignite. The metal will not ignite Class C items.

NOTE: For all spells where there is ancillary damage to the affected party's clothing, this is predicated on them wearing cloth clothing which will burn (see class descriptions above).

Withstand Fire (M3): No protection is provided against smoke inhalation.

Heat Seeking Fist of Thunder (M5): The heat source that this spell homes in on is obliterated (turned to ash) provided that it weighs no more than 20 pounds. If heavier, flames are doused in a 20 foot radius from the point of impact.

Massive Smoke Screen (M5): This smoke is not asphyxiating.

Flame Ball (M6): The flameball will ignite Class B objects on touch. It requires 20s of persistent contact to ignite Class C items.

Icy Blast (M7): This spell will extinguish all fires in its AoE.

Lightning Bolt (M9): This spell can ignite class A and B flammable objects. While it can punch through some less flammable objects, it will not ignite them. If, for example, it is used to burn a mousehole through a wall, the edges of the hole will exhibit residual ineffectual smoking but no fire.

Resist Fire (M9): No protection is provided against smoke inhalation.

Fireball (M10): This spell will immediately ignite Class C objects. It is thus a tremendously dangerous spell as it can easily start a secondary fire with attendant risk of smoke inhalation.

Dense Fog (M11): This fog will block choking smoke. Smoke cannot infiltrate it and will proceed to fill the volume around it. As such, it may be used in extremis to create an airlock.

Freezing Drizzle (M11): This spell will extinguish fires within 5s as well as eliminate all smoke from its VoE.

Icy Fog (M12): Like *Dense Fog*, this spell will not allow smoke to permeate. Any preexisting fires in its VoE are extinguished and all smoke is elimated. Smoke wafting into the Icy Fog is chilled such that its rate of expansion is limited by half.

Smoke does not permeate Icy Fog *and* adjacent smoke is limited in expansion *outside* the icy fog. The icy fog is a cold sink that dampens smoke near it.

Firewall (M13): This spell will immediately ignite Class C items it contacts and Class D items after 60s of exposure. Note that it must be in physical contact with an object for ignition to occur.

Fireball Volley (M14): see *Fireball*

Frost Ray (M14): This will extinguish fire consuming an object up to 10' in height, width, and/or length.

Palisade Wall (M14): This is considered a Class D flammable item.

Freezing Rain (M15): This spell will immediately extinguish fires as well as eliminate all smoke from its VoE.

Torrential Fireball (M18): see *Fireball*. This spell will also set any flammable object alight including palisade walls. It's a real fire hazard

Freezing Downpour (M19): see *Freezing Rain*

MOVING IN DARKNESS

As mentioned in the *Player's Handbook*, characters in pitch blackness may safely progress at crawling speed or even at walking speed provided they maintain continuous contact with a wall surface (this necessitates a free hand unburdened by grasping a weapon or encumbered with a shield).

Idiots are, of course, free to jog, run or sprint completely blindly. However, they risk bodily injury should they impact a solid object. This is summarized in Table 3.11.

Table 3.11: Unexpected Contact Injuries

Movement Rate	Resultant Injury from blindly striking wall
10'/s	(d4p-2)+(d4p-2)
15'/s	d6p-3 (minimum 1 hp of damage)
20'/s	d6p-1 (minimum 1 hp damage)

This damage is mitigated by armor DR save for the minimum damage.

Moving about completely blind has other consequences:

Reaction Time: Characters unable to respond to visual stimuli are far likelier to be surprised. As such, the Initiative die for these individuals is d6+6. Those possessing the ability to employ lower Initiative dice may utilize d4+5, d3+4 and d2+3 sequentially.

Skill Use: Observation cannot be used under these circumstances. Listening will have to serve as a substitute. As GM, you will have to decide how much of a penalty to assess. Obviously Literacy and Cartography cannot be employed. Other visually dependent skills should suffer a -40 to -80 penalty.

Combat: These rules appear in the *Player's Handbook*.

VERTICAL CLEARANCE FOR LONG RANGE MISSILE FIRE

The *Player's Handbook* makes note that long-range missile fire requires adequate overhead clearance. All missiles are subject to gravity and thus must be projected in an arc to reach targets. The height of this arc becomes significant when the target is far away. The necessary overhead clearance for long distance missile projection is summarized in Table 3.12.

Table 3.12: Overhead Clearance Requirement for Long Range Missile Fire

Weapon	Long Range (-6)	Very Long Range (-8)
Shortbow	20′	25′
Sling	20′	25′
Light Crossbow	20′	30′
Longbow	25′	25′
Javelin	15′	20′
Heavy Crossbow	30′	40′
Throwing Knife	5′	7.5′
Throwing Axe	10′	10′

If insufficient clearance is available, the missile strikes the ceiling during flight and automatically misses the target.

ROPE

Of the many types of gear that a character can carry, one of the most versatile is definitely the ubiquitous coil of rope. The *Player's Handbook* lists two types of rope (hemp and silk) but there are actually a couple additional types of rope available to the discerning shopper.

There are four primary types of rope available to players: hemp, sisal, cotton and silk. Most rope comes in half-inch thickness (though silk is one-quarter inch thick) and is made with three strands of fiber. (Ropes of different thicknesses and using more or less strands are available, but for now we shall stick with the more common types.)

Hemp rope is one of the strongest natural rope fibers found. This general-purpose rope is best suited for jobs where economy, strength and durability are required.

The natural color varies from almost white to light brown. It can be purchased in many shops throughout Tellene.

Sisal rope is similar in characteristics and versatility to hemp rope, and is derived from two plants, the agave sisalana and the henequen plant. The leaves of these plants reach lengths of up to four feet. The fibers are continuous from end to end and range from white to almost yellow when processed. Sisal rope has approximately 80% of the tensile strength of hemp rope. The rough texture of sisal makes it an economical general-purpose rope with excellent knot holding ability. It is often used in landscape and agricultural work as well as for securing bundles.

Cotton rope is soft to the touch and is the weakest natural rope due to the short cotton fibers. Cotton is grown in many semi-tropical areas and is white in color. They are popularly used for tent-lines, hammocks, halters and harnesses, crab traps, awnings and more.

Silk rope is also soft to the touch and is very lightweight, making it attractive for use on the trail, though it cannot hold quite the weight that hemp rope can. This type of rope also stretches more than others before reaching its breaking point.

Table 3.13 shows the safe load that a rope can hold in pounds. New ropes can actually hold as much as 5 times this weight; however there is a chance of the rope breaking. Each rope has a listed Break Check. If a rope is subject to a load greater than its listed Load, roll a d20 and if you roll this number or higher the rope will break. For each full Load value over its capacity subtract 1 from its Break Check. Any rope forced to bear more than 5 times its safe Load will automatically break.

Table 3.13: Rope

Rope	Cost	Thickness	lb/50′	Load (lbs)	Break Check	Knot
Hemp	4 cp	1/2″	10	530	20	0
Sisal	3 cp	1/2″	10	400	19	-20
Cotton	3 cp	1/2″	10	266	18	0
Silk	4 sp	1/4″	5	300	19	-10

For example, Tamyn the ranger lowers down a line of hemp rope down the pit that the party thief just fell down. He knows that the thief

weighs less than 200 lb, so he's not concerned. What he doesn't know however is that the thief found a masterfully crafted stone idol at the bottom of the pit (by landing on it) and has tied it to the rope to be hauled up. Assuming the rest of the party has sufficient strength to pull them out of the pit, there's now 600 lb of weight being pulled so Tamyn's player will need to make a Break Check on a d20, with the rope breaking on a 19-20. Had there been more than 1,060 lb the rope would break on an 18-20.

The 'knot' entry represents the fact that some ropes are better than others for tying knots. Sisal rope has a rough texture that makes tying knots that stay knotted easier, where silk rope is much easier to handle. Both of these ropes grant a 5% bonus to any Rope Use skill checks made when tying knots.

Knots also affect a rope by decreasing its overall strength. The listed load assumes a regular rope with no knots or splices. Any type of knot used will reduce the strength of a rope by 50%, whereas a splice will reduce it by 15%. A hitch tied to a pole will also reduce the rope strength by 25%. Knots can be tied by any character with Novice mastery in Rope Use and generally take 5d4p seconds to tie, subtracting 1d4 per mastery level over Novice. Splices however consist of de-threading the strands of rope fiber from two different ropes and then re-tying the strands into each other to effectively create one longer rope. This requires Average mastery in Rope Use and takes at least 5 minutes (which is why many treasure hunters leave their rope spliced to a grappling hook, instead of quickly tying it and hoping for the best).

The last thing to be aware of is that these figures represent the strength of new rope, using old or used rope can be a much trickier thing. Many things can happen to rope if it is not properly maintained (by someone with Average mastery in the Rope Use skill), but it is difficult to make a hard and fast list; the following are some examples that a GM should keep in mind.

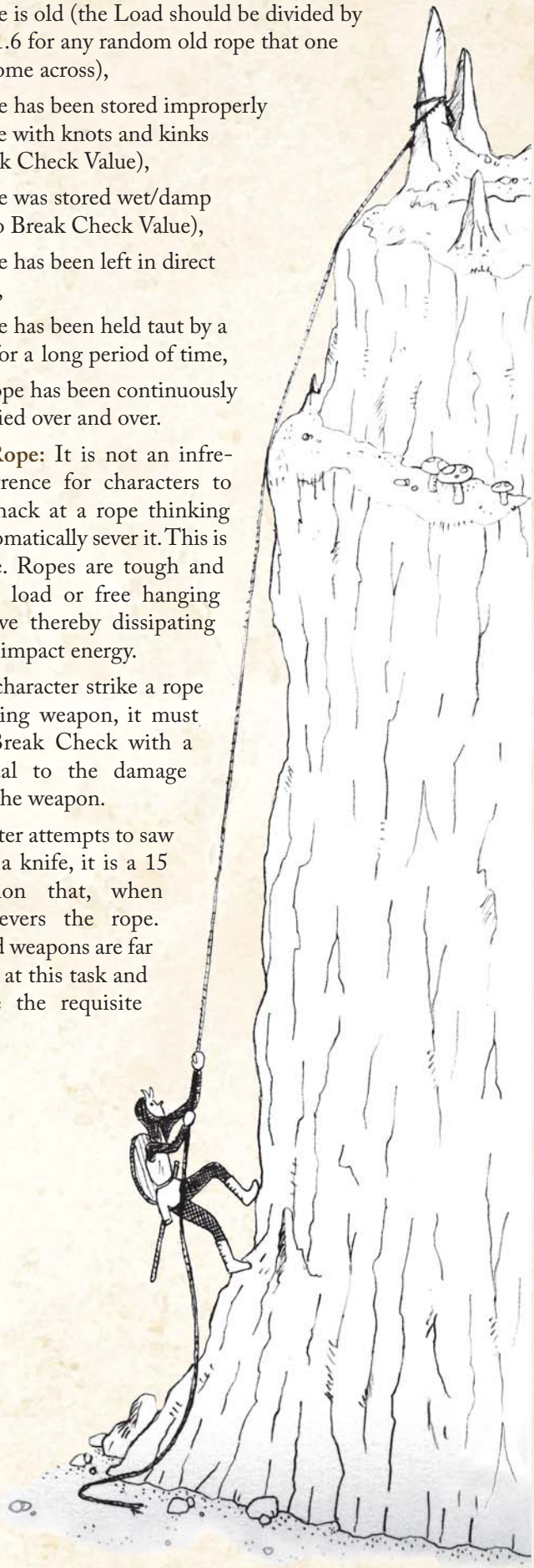
Any of the following situations could warrant a penalty to the rope's Break Check, or even a reduction in the base Load it can carry:

- The rope is old (the Load should be divided by at least 1.6 for any random old rope that one might come across),
- The rope has been stored improperly complete with knots and kinks (-1 Break Check Value),
- The rope was stored wet/damp (-2/-1 to Break Check Value),
- The rope has been left in direct sunlight,
- The rope has been held taut by a weight for a long period of time,
- or the rope has been continuously tied/untied over and over.

Cutting Rope: It is not an infrequent occurrence for characters to attempt to hack at a rope thinking they can automatically sever it. This is not the case. Ropes are tough and when under load or free hanging they will give thereby dissipating much of the impact energy.

Should a character strike a rope with a hacking weapon, it must attempt a Break Check with a penalty equal to the damage inflicted by the weapon.

If a character attempts to saw a rope with a knife, it is a 15 second action that, when complete, severs the rope. Larger edged weapons are far less effective at this task and thus double the requisite time.



Spellcasting

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SPELL MISHAPS

The spell mishap system is an optional rule mechanic designed to let Mages push the envelope of what is possible by risking possibly catastrophic failure. Using these rules can enhance your game by providing arcane spellcasters with more options and letting them make the cost benefit analysis as to the degree of risk they are willing to endure. It also has the potential of creating some unique, possibly humorous and certainly memorable events in your campaign that might otherwise not occur.

As an extension of the standard HackMaster rules of magic, added complexity is unavoidably introduced. While at first glance the tables and formulae may appear intimidating, this is only so because they must address a myriad of possible situations and character builds with a unified tool. In practice, any particular mage will only utilize a narrow subset. Once a player has computed his individual chances for spell mishaps, there is rarely a need to go back and reference the rules as he'll know where he's susceptible and to what degree.

Because these rules are a boon for arcane spellcasters by providing enhanced options, said player(s) must shoulder the burden of learning the system and performing their own calculations when situations arise that may trigger mishaps. *Players that either seek to foist this work off on the GameMaster or cannot be entrusted to perform these tasks quickly and accurately must be denied the opportunity to benefit from this opportunity afforded to their mage.*

Understandably this is not for everyone. Your style of play may veer towards a 'rules light' implementation where other aspects of RPGs predominate. Crunchy rules are not everyone's cup of tea. If, for whatever reason, you don't wish to employ these rules the following overarching rules must apply:

Armor: Mages & Mage/Thieves may only wear thick robes and cannot use shields. Non-elf fighter/mages may wear leather armor and use bucklers. Elf fighter/mages (but not half-elves or grel) may wear studded leather armor and can use small shields.

Disruption of Spell Casting: If an opponent strikes an arcane spellcaster in the middle of casting a spell, whether or not his body armor or other defensive protections completely absorb the damage, the spell is unsuccessful and any allocated spell points are lost. Similarly, any spell that inflicts physical damage or requires a Mental saving throw at which the mage is unsuccessful will ruin the spell (provided, of course, that it occurs in the interval the mage is casting his spell).

Race and Class Notes:
1. Half Elves & Grel are considered non elves for purposes of spell mishaps.
2. Non Elven Mage/Thieves are treated as non Elf mages. Fighter/Mages are specifically trained to cast spells whilst wearing armor and in the midst of battle — Mage/Thieves are not.

1: Wearing Body Armor and Employing Shields

Wearing sturdier body armor is a desire of many spellcasters. Determining the negative consequences of doing so is relatively straightforward and a good launching point to learning how the rules governing spell mishaps function.

Wearing armor or carrying a shield risks a spell failure or mishap when casting spells or employing devices (such as wands) that require* the addition of spell points to function. In tandem they almost guarantee it.

Note that elves are less prone to such misfortune as

** Should spell point additions be optional, only exercising that option incurs risk. Characters with the Supernatural Affinity talent may thus be subject to these rules if providing supplemental spell points to an item whilst clad in armor.*

Table 4.1: Chance of Spell Failure due to Protective Gear					
Armor Worn	**non-Elf Mage**	**Elf Mage**	**Fighter/Mage**	**Elf Mage/Thief**	**Elf Fighter/Mage**
Leather	**25** (1-5)	**15** (1-3)	**0**	**10** (1-2)	**0**
Padded	**30** (1-6)	**20** (1-4)	**5** (1)	**15** (1-3)	**0**
Studded	**35** (1-7)	**25** (1-5)	**10** (1-2)	**20** (1-4)	**0**
Ringmail	**40** (1-8)	**30** (1-6)	**15** (1-3)	**25** (1-5)	**5** (1)
Chainmail	**65** (1-13)	**55** (1-11)	**40** (1-8)	**50** (1-10)	**30** (1-6)
Scalemail	**70** (1-14)	**60** (1-12)	**45** (1-9)	**55** (1-11)	**35** (1-7)
Banded Mail	**80** (1-16)	**70** (1-14)	**55** (1-11)	**65** (1-13)	**45** (1-9)
Splint Mail	**85** (1-17)	**75** (1-15)	**60** (1-12)	**70** (1-14)	**50** (1-10)
Plate Mail	**95** (1-19)	**85** (1-17)	**70** (1-14)	**80** (1-16)	**60** (1-12)
Shield Used					
Buckler	**25** (1-5)	**15** (1-3)	**0**	**10** (1-2)	**0**
Small	**40** (1-8)	**30** (1-6)	**15** (1-3)	**25** (1-5)	**5** (1)
Medium	**60** (1-12)	**50** (1-10)	**35** (1-7)	**45** (1-9)	**25** (1-5)
Large	**80** (1-16)	**70** (1-14)	**55** (1-11)	**65** (1-13)	**45** (1-9)
Body	**125** (always)	**110** (always)	**80** (1-16)	**100** (always)	**70** (1-14)

are specially trained fighter/mages. Elven fighter/mages are the least susceptible. This bonus is reflective of elvenkind's deep affinity with magic and is applicable only to pure elves not half-elves or grel.

When casting a spell or employing any magic device for which spell points are expended to activate whilst clad in armor or shield on arm, consult Table 4.1: Chance of Spell Mishap due to Protective Gear to determine the chance the spell results in a mishap. Note that penalties for shield use are *cumulative* with armor!

Determination of Failure

You'll notice that the chances of failure are all in multiples of 5%. This was done with the specific purpose of eliminating superfluous die rolls. The chance of failure is incorporated into the die roll the Mage makes to set his opponent's saving throw (see Saving Throws versus Spells on p. 242 of the *Player's Handbook*). Failure occurs if the Mage rolls low on this d20p roll. Each 5% chance of failure equates to the lowest sequential number on the die. Thus a 5% chance of failure occurs on a natural 1 while a 15% chance of failure occurs on a natural 1-3. Intuitively, a poor casting (represented by a low threshold for saving against it) should be the one subject to failure.

Not all spells require determining the opponent's saving throw. That notwithstanding, Mages should acclimate themselves to always rolling this die as it serves double duty in the enhanced magic rules.

Spell Point powered items that fail simply result in the loss of expended charges and spell points with no effect. Failed spells may result in a mishap.

Simplified Rule: Until you are comfortable using the following rules, you may simply declare that a mishap results in nothing more than the spell fizzling and the loss of allocated spell points. Do though try to implement the subsequent rules as they are the secret sauce that really adds flavor to spell mishaps.

2: Spell Volatility

Arcane spellcasting distorts the natural laws of physics to achieve its ends and such tampering always carries risks. Pushing these fragile incantations to their limits by ***amping them up*** (i.e. adding additional Spell Points to increase the spell's efficacy) greatly increases these risks.

Maintaining control over these volatile forces requires great focus and mental acumen. Intelligence is thus a prime requisite for mages. While those of middling (or in some circumstances subpar) intellect may master the rudiments of the craft, they may be hard pressed to handle the intricacies of advanced spellcasting, or to comprehend the complexity involved in exceeding a dweomer's baseline formula.

Before delving into mechanics, we must first introduce a fundamental concept of high magic - the

NOTE: Numbers in parenthesis indicate failure range on mage's raw opposed saving throw die roll.

NOTE: Quality or magical body armor and shields do not reduce the risk of spell failure (unless specifcally mentioned in the item's description).

NOTE: Spell failures resultant from wearing body armor or using a shield are *not necessarily* mishaps. The first two 5% tiers are functionally equivalent to failure by 1 or 2 and merely result in diminished or no effectiveness. See Table 4.4: Severity of Spell Mishap for details.

Table 4.2: Spell Volatility Rating			
Spell Level	**Normal Casting[1]**	**Amped Up Casting[2]**	**Overamped Casting[3]**
apprentice	1	3	6
journeyman	2	5	12
1	3	8	18
2	4	10	24
3	5	13	30
4	6	15	36
5	7	18	42
6	8	20	48
7	9	23	54
8	10	25	60
9	11	28	66
10	12	30	72
11	13	33	78
12	14	35	84
13	15	38	90
14	16	40	96
15	17	43	102
16	18	45	108
17	19	48	114
18	20	50	120
19	21	53	126
20[4]	22	55	132

[1]A "normal" casting implies that no additional Spell Points were expended
[2]An "Amped Up" casting is one in which additional SPs are added though they do not exceed double the spell's baseline SP cost
[3]An "Overamped" casting is one in which the total spell points exceed double the baseline SP cost
[4]21st and higher level spells are increasingly volatile - bear this in mind if subsequent rules reference higher thresholds

Spell Volatility Rating (see Table 4.2).

The Spell Volatility Rating (SVR) is a measure of the difficulty of properly executing any particular incantation. This value is a function of the level of the spell and the degree to which it is overpowered. Empowering magical effects "by the book" (that is, at their baseline efficacy) is the simplest course as there is ample guidance in the formula as to how this is to be carried out. Understandably, volatility increases with spell level, but at a measured and gradual pace. Even the most formidable spells will only challenge those of substandard intellect.

Being able to amplify a spell's effects by adding additional SP to the casting is a privilege, not a right. Doing so risks a spell mishap. Note that this is a *risk*, not a guarantee, as a mage may be able to contain a spell surge – especially if he is highly intelligent or well versed in Arcane Lore.

There are degrees of bolstering spells with additional spell points: "Amping Up" and "Overamping". These qualitative terms refer to the amount of extra spell points added as a percentage of the spell's baseline requirement. "Amped Up" spells are those with total spell point expenditure less than twice the baseline level while "Overamped" spells have twice or more the baseline level.

Example: Scorch is a 1st level spell with a base expenditure of 50 SP. The default casting inflicts 1d3p+6 points of damage with the option to increase this by 1 hp for every additional 10 SP added. By adding from 10 to 40 SP (e.g. a total expenditure between 60 and 90 SP), this becomes an "Amped Up" casting since extra spell points were added but not so many such that the total expenditure equals or exceeds double the baseline cost (i.e. ≥100). If 50 SP or 60 SP (the maximum) are added, the casting is considered "Overamped".

By default, ANY casting of a spell can result in a mishap. ***Whoa there Tex – did you say ANY?*** Yes I did. In practice, a character with 5/01 Intelligence could learn a spell. But just because this doltish individual can learn a spell does not mean he can unerringly cast it.

The ability to control the quantum forces involved in spellcasting is a direct function of Intelligence. Most times when a spell is cast, the mage must roll a d20p + his level to set the saving throw threshold for targets of the spell. (Multi-classed mages are subject to a revised rule regarding saving throws given

Table 4.3: Spell Failure Checks	
Spell Volatility Rating	Threshold (INT+d20p Save Roll)
1-4	14
5-14	15
15-24	16
25-34	17
35-44	18
45-54	19
55-64	20
65-74	21
75-84	22
85-94	23
95-104	24
105-114	25
115-124	26
125-134	27

Bonuses to Spell Failure Check Rolls:

- Elves get a +1 bonus to all rolls (*as do Pixie-Fairies*)

One's Arcane Lore Mastery is also emminantly useful in avoiding spell failure. Apply the following bonus based on mastery level of the caster:

- Average Arcane Lore +1
- Advanced Arcane Lore +2
- Expert Arcane Lore +3
- Master Arcane Lore +4

their inherently weaker spellcasting ability. This is presented on page 96, Saving Throws vs. Hybrid Spellcaster.

This same ***die result**** (or the exact same roll should a spell allow no saving throws) should be employed to check for spell failure. Use (value of d20p roll to determine saves + Spellcaster's Intelligence score) and consult Table 4.3. The result must equal or exceed the volatility rating in the chart or a spell failure has occurred.

Now before you complain that this places an inordinate burden on the poor mage, consider the following:

"1" does not equate with automatic failure. As such, casting spells with a Volatility rating within the mage's capability is always safe (unless he is injured whilst in the middle of spell casting – see below). Thus a Mage with 15 Intelligence can dispense with checking the chart unless he casts a spell of 25 Volatility or greater (he is assured of rolling at least 16 on his d20+INT roll). Thus unless he 'amps up' a 8th or higher level spell or over-amps (i.e. puts more than double the baseline SPs into a spell) a 3rd or higher level spell, success is guaranteed.

Failure

Scoring below the required value for that particular casting's volatility means the spell fails. Failure here means that it does not execute as intended.

Failure by 1: The spell executes. However, any additional spell points that were injected into the casting are lost as the spell functions at baseline capability only. If no additional SPs were employed, then this result is ignored.

Failure by 2: The spell does not execute. All spell points expended are lost.

Failure by >2: A Spell Mishap occurs.

Spell Mishaps mean that the mage has completely lost control of the magic he was funnelling. An extremely intelligent mage can greatly lessen the scope of the mishap, as he is far less likely to fail by a substantial margin.

The degree to which the mage botched his Spell Failure Check Roll dictates the severity of the spell mishap as illustrated in Table 4.4.

Table 4.4: Severity of Spell Mishap	
Failure by 3	Tier 1 mishap
Failure by 4	Tier 2 mishap
Failure by 5	Tier 3 mishap
Failure by 6	Tier 4 mishap
Failure by 7	Tier 5 mishap
Failure by 8	Tier 6 mishap
Failure by 9	Tier 7 mishap
Failure by 10+	Tier 8 mishap

Note: Wearing body armor or using a shield – when such usage dictates a chance of spell failure – trumps ordinary spell failure checks due to volatility. Regardless of the caster's Intelligence or mastery of Arcane Lore, the value listed in Table 4.1 holds true.

Example: A human mage wearing leather armor always has a 25% chance of spell failure even if he can handle the spell's volatility with ease. In this instance, a die roll of 1-5 on the d20p used to determine an opponent's saving threshold indicates a spell failure. Use the standard failure results to determine the extent of this failure (e.g. here 5 would result in loss of extra SP, 4 indicates the spell does not execute and 3-1 are spell mishaps of Tier 1 to Tier 3).

The chance of spell failure resultant from armor or shield use is not cumulative with the chance brought on by casting a spell too volatile for the caster to handle. Use whichever is worse.

** e.g. the integer value on the die itself (do not include caster's level)*

NOTE:
The severity of a mishap may be less than indicated on this table if the underlying magic wasn't very powerful. See Table 4.5 (p. 86).

NOTE:
SVR = Spell Volatility Rating

NOTE:
1. Clerics never experience spell mishaps even when casting spells that originate from the mage spell list.
2. Mages evoking a spell off of a scroll utilize the base SP for said spell. There is no penalty should this spell currently be beyond the mage's ability to cast natively as he clearly demonstrated aptitude when succeeding at his arcane lore skill check in the first place.
3. Casting non-memorized spells has no explicit disadvantage, however note that SP expenditure is double in this case which could rapidly escalate spell volatility.

Example: A mage with 12 Intelligence attempts to cast an amped up 9th level spell (SVR=28). He needs to score a 17 on his d20p+INT roll to be completely successful (thus failing to some degree on a 1-3). If he were wearing leather armor that imparts a 25% chance of spell failure, his spell would fail on a 1-5.

If this same mage cast an overamped 9th level spell (SVR=66), he would need to score 21 on his d20p+INT roll (failing on 1-8). If he were wearing leather armor (or even ringmail) it would not increase his chance of failure as the d20p roll needed to avoid a Spell Mishap was greater than the chance of failure.

3. Suffering Injuries whilst Casting

Sustaining bodily harm while in the midst of spellcasting is a major distraction and seriously jeopardizes one's ability to maintain control over the volatile magical forces the caster is invoking.

Normally, a spellcaster would roll the spell volatility check only if the spell was so mercurial as to strain his intellectual capacity to control it. However, distractions can make this more difficult. Assess the following situational penalties should they occur:

Distractions

- Enemy successfully employs distraction skill: **-1**
- Enemy with Advanced Mastery successfully employs distraction skill: **-2**
- Enemy with Expert or greater Mastery successfully employs distraction skill: **-3**

Injuries *(non-cumulative, choose worst aspect of injury)*

- Caster struck by blow absorbed by body armor, natural DR or deflected by shield: **-4**
- Caster suffers wound: **-7**
- Caster suffers knock back: **-9**
- Caster suffers wound sufficient to compel Trauma check: **-11**
- Caster succumbs to Trauma: **-15**
- Caster knocked unconscious (rolls 20 on ToP save), incapacitated by assassin, injury drops caster to precisely 0 hp: **automatic spell mishap**[1]
- Caster struck mortal blow (i.e. reduced to negative hp and dying): **automatic spell mishap**[1]**, *double volatility***
- Caster killed outright: **automatic spell mishap**[1]**, *triple volatility***

Table 4.5: Spell Mishap Ceiling

Spell Volatility	Maximum Spell Mishap Tier
≤10	1
11-25	2
26-40	3
41-55	4
56-76	5
77-105	6
106-145	7
146+	8

Note: The Combat Casting Talent provides a +2 bonus per purchase for all "caster struck/injured/killed" results

4. Spell Volatility Caps on Mishap Severity

It may well come to pass that a mage may roll an abysmal spell failure check when employing relatively stable magic. The most severe spell mishaps may only be invoked by truly volatile magic. As such, there is a natural limit on how disastrous a spell failure may be. Table 4.5 sets caps on what Tier of mishaps may be encountered as a function of volatility. Results in excess of these tiers default to the highest tier of volatility that particular casting of a spell can incur. Results of "Roll on Tier X+1 chart" are re-rolled.

Practical Examples of Spell Mishaps

Example One: Lenny the Loser is a little on the slow side for a mage (Int 9/44) but he has persevered to achieve 8th level. He never has fully grasped the subtle nuances of magic but to date has avoided a calamitous mishap.

While exploring the Dungeons of Kreatin Farpang with his fellow mercs, he encounters a pair of minotaurs. Eager to employ his newest bit of magical knowledge, he casts *Force Grenade* in order to inflict some material damage on the formidable opponents. Unable to resist the urge to make the most of his spell, he amps up the casting by an additional 75 SP to maximize its damage potential at 7d6p.

The additional spell points are less than the spell's base cost of 120 SP. As such, this particular spell casting merits a Volatility Rating of 25. To successfully cast the spell, Lenny must roll d20+ his INT score (9) and achieve at least 17. He receives no bonuses to this roll because his Arcane Lore skill mastery is only Novice.

Lenny must roll a d20p+level to set the Dodge based saving throw for the Minotaurs. This same roll is used to check for spell failure (essentially very poor castings are those most likely to result in a spell mishap).

He rolls a 7 on the d20. Adding his level (8) means the Minotaurs have to score 15 or greater to save for half damage. Their Dodge save is +11 (see the *Hacklopedia of Beasts*) and the GM rolls 8 and 11 on the die for their saves. Each thus sustains half damage.

Unfortunately, that 7 Lenny rolled – after adding his INT – only nets 16. He needed 17 to avoid a spell failure. Since he failed by one, the spell is successfully cast but any additional spell points are lost. The spell thus executes at baseline efficacy (4d6p damage). Lenny rolls 14 points of damage on the dice meaning that the minotaurs each sustain a 7 point wound as they made their saving throw.

Later on in the adventure, Lenny casts *Low Light Vision* on the group's human thief to provide him some sensory advantage as he scouts ahead to reconnoiter the minotaur's base camp. He would not normally roll a saving throw threshold since none is applicable. However, given his low intelligence, he still has a chance to botch the spell so he needs to roll the d20 anyway to check for spell failure. Sadly, he rolls a 2. Adding his INT, this is a net 11. He needed to score 15 to avoid a failure given the

[1] *Spell Mishap severity is equal to the maximum volatility permitted by Table 4.5.*

spell's volatility of 9. Since he failed by 4, this is a Tier 2 Mishap. Fortunately, given the spell's low volatility (7), mishaps are capped at Tier 1. The GM rolls on the Tier 1 spell mishap table getting 80. Lenny has thus wet himself.

Example Two: Zelf is an 11th level elven Fighter/Mage with 15/07 Intelligence, Advanced Mastery of Arcane Lore and the Combat Casting Talent (single purchase). He is accompanying his heroic allies into the Death Weaver's Infernal Halls of Dread. Given the fearsome reputation of this adversary, he has decided to risk spell failures by donning his chainmail +2 and small shield +3.

Given that he has chosen to wear armor and shield of sufficient defensive value to risk spell failure, he does not burden the GM with computing this extra hazard but annotates on his record sheet that he has a 35% chance of spell failure.

Again, the chance of spell failure roll is coupled with the Saving Throw threshold roll he determines when casting a spell. Since he has a 35% chance of spell mishap, any rolls of 1-7 on said rolls result in a failure (trumping his otherwise competent spellcasting ability).

As a wise adventurer, he's aware that he's taking some risks wearing body armor so he decides to be very careful not to be seduced into amping up spells too vigorously.

After some preliminary encounters with bugbears, Zelf decides to cast *Sense Invisible Beings* to counteract the creatures' repeated skilled ambushing of his group. Though the spell's nature does not call for a Saving Throw Threshold roll, Zelf rolls a d20 anyway in order to check for a spell failure. He rolls a 7 - indicating a spell failure. Since he rolled the topmost number of the failure range, this equates to "failure by 1". The spell executes but any additional SPs Zelf spent to extend its duration are wasted.

Later on, the group encounters a number of bugbears serving as thralls of a Hill Giant. Zelf is engaged in melee as are the rest of his companions. The Hill Giant is dishing out devastating punishment to his adventuring companion, Sir Kalahad. Although it is risky since he is engaged in melee with a bugbear, Zelf decides to forgo attacking in order to cast *Enfeeble* on the giant.

Since Zelf possesses the Combat Casting Talent, he can defend against his attacker while casting the spell. His defense is a respectable +8 (though less than his normal +10 because he cannot apply any defense bonuses gained from his weapon specialization). Ordinarily, he would attempt to perform his casting just after his opponent made an attack so as get it off before his opponent could attack again and possibly disrupt his spell. Unfortunately, Sir Kalahad cannot sustain another blow so Zelf begins casting immediately. He dumps an additional 60 SP into the casting to buy as much time as he can for his companion.

Zelf has no less than a 35% chance of a spell mishap while casting in armor. This chance may be aggravated by other effects such as being injured while casting.

Since this particular spell is crucial, Zelf's player breaks down all his bonuses.

He is casting an amped up 4th level spell. This rates 15 Volatility. He would ordinarily need to roll a d20+INT and score at least 16 to complete the spell. With 15 Intelligence, being an elf (+1) and advanced mastery in Arcane Lore (+2), this is indeed a low bar. However, his Defense was not high enough to thwart the bugbear and he is struck for damage during the 2 seconds while he is casting the spell. The bugbear penetrates twice on the damage roll doing 28 damage. Even after his chainmail +2's DR, he takes a wound sufficient to demand a Trauma check – which he fails. Zelf would normally suffer a -9 due to Knock Back, but because the penalty for succumbing to Trauma is greater, this penalty is ignored. Succumbing to trauma imposes a -15 penalty to his spell failure roll (modified to -13 because of his Combat Casting Talent).

Given this revised situation, Zelf's player recalculates his chance for a spell mishap. He rolls the saving throw threshold for the giant and uses the value rolled in the following formula: ***d20p+15(his INT score)+1+2-13*** needing to score a 16 or better.

Breaking down the numbers into a chart, he faces the following outcomes:

actual d20p roll	outcome
11+	spell succeeds
10	spell succeeds sans additional SP
9	spell fails but no mishap
8	spell mishap (Tier 1)
1-7	spell mishap (Tier 2) - cannot be more severe since SVR=16 capped at a Tier 2 mishap (Table 4.5)

Zelf rolls a 16 on the die and miraculously gets his spell off. This result of 16 also means that the giant must roll at least 21 on his modified Dodge save (d20p+14) to save vs. the spell. *Per a revised rule at the conclusion of this chapter, a Fighter/Mage only adds the highest level spell he can cast (in this case, five) to the d20p roll – **not his level.***

The giant rolls a 6 on the die thus succumbing to the *Enfeeble* spell. In its weakened condition (now inflicting but 4d6p-3 damage), Sir Kalahad is able to defeat the creature and the party lives to fight another day. Hooray!

Example 3: Lars is a 1st level elf fighter/mage with insufferably good stats and skills. Apart from having a 17 in Intelligence, he also managed to roll well enough that he is starting off with average mastery in Arcane Lore. Taken together, whenever Lars rolls to calculate Spell Failure, he gets to add a 19 to his d20 die roll! 17 from his intelligence and 1 more point each for being an elf and having average mastery of Arcane Lore. Lars thinks his many natural gifts inure him to the ill fortunes of spell failure. Lars is wrong.

Initially, Lars wears leather armor and a buckler as his protective gear. As an elf fighter/mage, neither of these items adds to his chances of spell failure. But, lucky Lars runs across a medium shield during his adventures and decides that it's the perfect thing to protect him from the slings and arrows his GM's

monsters have been outrageously fortunate in hitting him with. As an elf fighter/mage with a medium shield, Lars' minimum chance of spell failure now sits at a 25% regardless of any of his other bonuses. If Lars rolls a 1-5 on the die when computing his opponent's save threshold, he fails*. If he rolls a 5, he fails by 1, if he rolls a 4, he fails by 2, etc—and none of his bonuses from intelligence, race, or Arcane Lore can help him now.

** Since he has an appreciable chance of spell failure, this roll is made for all spells – even those for which no save is permitted or applicable.*

Step by Step Summary of Checking for Spell Mishaps:

Step 1: Determine base Spell Volatility Level based on spell level and "amping up" (Table 4.2). Note the maximum spell mishap tier for this volatility level (Table 4.5).

Step 2: Determine the Failure Check this Volatility Level necessitates rolling (Table 4.3), adding in bonuses (from arcane lore mastery, or Elf/Pixie-Fairy racial bonus) and penalties (from being distracted, taking damage, or being ToPed) appropriately.

Step 3: Ask yourself: Is this modified Failure Check less than or equal to my intelligence +1? If so, then stop - your spell is successful.

Exception: Wearing armor ALWAYS carries a chance of spell failure if the value in Table 4.1 is >0.

Step 3a: If the caster is wearing armor or using a shield such that a chance for spell failure exists (Table 4.1), note this chance. This chance may trump the mechanism in Steps 1 through 3.

Step 4: Roll d20p + Intelligence to check for spell failure (use the same value as your d20p roll for saving throws against the spell). Alternatively, if wearing armor, spell failure occurs on low rolls of said die (5%=1, 10%=1-2, 15%=1-3, *et cetera*).

Step 5:

- Met the Failure Check (Table 4.3): *No effect.*
- Failed the check by 1: *Lose additional SP effects.*
- Failure by 2: *Spell doesn't go off.*
- Failure by >2: *based on the amount you failed by, and the volatility cap you noted in step one, roll on the appropriate spell mishap table.*

Spell Mishap Results (Table 4.6)

All damage resulting from spell mishaps ignores DR. Effects which mimic an existing spell allow for a save if applicable for the spell. This save is made against the mage's original spell saving throw threshold roll (likely, very low) meaning that his associates are unlikely to bear the full brunt of his mishap. ***The caster, though, recieves no saving throw.***

Note that some mishap effects specifically disallow saves for all involved. Obviously the previous paragraph does not trump the specific mishap text.

Tier One	
01-04	Caster sustains a 1 hp wound
05-09	Artificial Illumination (whether torch, lantern or spell) changes color. Sunlight is unaffected.
1	*red*
2	*orange*
3	*yellow*
4	*green*
5	*blue*
6	*indigo*
7	*violet*
8	*white*
10-11	Spellcaster glows (see clerical *Glitterlight* spell for details)
12-14	Spellcaster's fingernails change color (new growth is normal)
1	*black*
2	*pink*
3	*red*
4	*chartreuse*
5	*teal*
6	*silvery sparkles*
15-21	Spellcaster lets massive fart rip
22-23	Small cloud appears over spellcaster's head and drizzles rain on him for d4p minutes
24-26	*Flashbang* spell centered on caster
27-30	Temperature drops 9°F (5° C) in 5 foot radius of caster. Lasts 30 minutes and is static on location where invoked.
31-34	Spellcaster's eyebrows disappear. Will grow back in 1 month. Suffers 'sweat in eyes' fumble effect (201-216) on natural 2 for rolled for Defense
35	Spellcaster's scalp hair grows d4p feet.
36-40	All of Spellcaster's clothing & gear changes color.
1	*Neon green*
2	*Dayglo Orange*
3	*Flourescent Pink*
4	*Powder blue*
5	*Sunshine Yellow*
6	*Mauve*
41-43	Temperature increases 9°F (5° C) in 5 foot radius of caster. Lasts 30 minutes and is static on location where invoked.
44-51	Spellcaster requires 1 extra hour of sleep during next sleep cycle
52-54	Spellcaster has ringing in ears for 2d4p days. Listen checks suffer -10% penalty.
55-56	Spellcaster's eyes change color. Reverts back to normal in d12p hours
1	*yellow*
2	*red*
3	*black*
4	*milky white*
5	*purple*
6	*jade*
57-58	Temperature drops 27°F (15° C) in 5 foot radius of caster. Lasts 30 minutes and is static on location where invoked.

NOTE: No Building Points are awarded for quirks or flaws acquired as the result of mishaps.

NOTE: Should a mishap indicate some aging effect, elf characters ignore the result.

NOTE: Arcane spellcasters may, of course, burn 10 points of Honor to gain a re-roll of a mishap.

Permancy of Effects: Spell mishaps may have **permanent** effects which can range from comical hinderances to true debilitations. If this frightens you, *don't amp up your frickin' spells!*

59-61	Temperature increasess 27°F (15° C) in 5 foot radius of caster. Lasts 30 minutes and is static on location where invoked.
62-65	Explosion in spellcaster's face. He is stunned for 3d4p seconds and face is blackened from soot.
66	Spellcaster develops unpleasant but otherwise ineffectual rash for 2d4p hours
67-68	Spellcaster's hair changes color. Grows out to natural color.
1	*platinum blonde*
2	*bright red*
3	*purple*
4	*orange*
5	*blue*
6	*gray*
69-78	Spellcaster develops nosebleed
79-82	Spellcaster wets himself
83	Spellcaster emits unpleasant odor for d4p hours. Animals that track by smell gain +25 to Tracking skill checks; Charisma penalized by 1
84-86	Spellcaster become sexually aroused for d4 hours
87	Spellcaster's palms change color to bright red for d4p days
88-90	Spellcaster's shoelaces (or boot buckles) become untied
91-00	Roll on Tier 2 chart
Tier Two	
01-02	Spellcaster emits skunky odor for 2d12p hours. Animals that track by smell gain +50 to Tracking skill checks; Charisma penalized 1/50
03	Any wall within 30' of spellcaster's current location at the time of casting is covered in frost. Will melt normally.
04-06	Spellcaster is Teleported 5' (use d8 for direction with 1 being straight ahead & proceeding clockwise). If the space is occupied by solid object, caster appears adjacent to it, knocked prone.
07-15	Spellcaster's entire body glows red casting illumination equivalent to a torch. Duration 20+d12p minutes
16-18	Spellcaster gains Anosmia flaw for 2d4p days
19-22	Spellcaster trips and falls. A 3 second action is required to stands up and prepare to take another action.
23-26	Spellcaster knocked back 5 feet
27-28	Spellcaster's palms become hairy (effect lasts a fortnight)
29-30	One of Spellcaster's teeth fall out
31-32	Random object within 25' is enlarged to double normal size (duration 1 hour)
33-35	All lights within 100' of caster fade such that they emit only dim light (q.v.), duration 1 hr
36-41	20'x20' cloud of black asphyxiating smoke appears centered on caster. Consult smoke inhalation rules (p. 77) if characters don't flee
42-43	random object within 25' shrunk by 50% for 1 hour
44	Spellcaster ages 2d6p days
45-47	Spellcaster's skin changes color; returns to normal in d12p hours
1	*Smurf blue*
2	*Ochre*
3	*Lime Green*
4	*Hot Pink*
48	Spellcasters gains compulsion to pantomime as sole form of communication; lasts d4p hours
49-53	Spellcaster suffers d4p points of damage (no DR)
54-57	All mundane fires within 50' extinguished (includes torches & lanterns)
58-61	Spellcaster suffers -1 per die to all damages rolls, whether delivered by physical or magical means, for d4p hours
62-64	Hair Color permanently altered
1	*blonde*
2	*brunette*
3	*auburn*
4	*black*
65-70	Spellcaster drained of an additional 20 spell points (regained after a night's sleep)
71-74	Spellcaster suffers -10% to all Arcane Lore skill checks for 24 hours
75--80	Spellcaster requires 2 extra hours of sleep during next sleep cycle
81-83	Spellcaster's fingernails change color permanently
1	*black*
2	*red*
3	*chartreuse*
4	*teal*
84-85	Spellcaster ages 1 day
86-90	Spellcaster becomes hung over (see p. 133)
91-00	Roll on Tier 3 chart
Tier Three	
01-04	Spellcaster is ToPped (duration in seconds equals spell volatility)
05-08	Spellcaster affected by *Retard Reaction* for d12p minutes
09-10	-0/50 to random ability score for d12p days
11-14	Spellcaster gains Myopia flaw for 2d6p days
15-17	Spellcaster deafened for 1 hour
18-23	Spellcaster's face becomes covered in prominent acne - clears up in a week but temporary -3 Looks
24-28	All spells the caster conjures for the next 12 hours require an additional 10 baseline SPs
29-32	Spellcaster is stunned (duration in seconds equal to volatility); see PHB p. 144 (under Groin Stomp) for effects
33-35	Ground beneath caster's feet and 10' radially outwards becomes a *Slippery Surface* for the next 5 minutes
36-38	-1/00 to a random ability score for next d12p days
39-43	All food within 30 feet spoils, effect is readily apparent
44-50	Caster becomes Fatigued (-8 Attack, Defense & Damage), 5 minutes of rest is restorative
51-52	Spellcaster gains 5 pounds
53	Spellcaster ages d4p weeks
54-58	Caster's Magic Save Threshold (i.e. his 20p+level roll for determining opponent's saving throws) lowered by d6p for 1 day. He thus rolls 20p-d6p+level *each time a spell is cast*. ***This will impact any future Spell Failure check!***
59-60	Ink bottle explodes ruining all documents in same container
61-66	Casting results in a detonation, 1hp damage per 20 full SP (no DR), 15' radius, no saves permitted
67-69	Spellcaster teleports 10' in a random xy direction (no z height). If the space is occupied by solid object, caster appears adjacent to it, knocked prone.
70-73	-50% penalty to a random skill with INT as a relevant ability, penalty lasts 1 day
74-75	-1 penalty to all die rolls for 1 hour (in-game time)

76-78	-0/50 to all abilities for d12p days
79-83	Spellcaster's footwear bursts in flame, as ancillary effect of Fire Finger
84-87	Spellcaster suffers d4p wound
88-90	Spellcaster becomes Really Hung Over
91-00	Roll on Tier 4 chart
Tier Four	
01-10	Go down a Mishap level, reroll
11-13	Caster loses 20% of *remaining* spell points (counts as a single wound)
14-16	Caster teleports 50 feet in random direction; cannot occupy solid space
17-19	Lose sense of touch in fingers; -4 Attack penalty, cannot cast spells with Somatic component; effect lasts 1d12p hours
20-22	Caster becomes *Invisible* & Mute for 1 hour; Player should be taken aside and other players told that he 'just disappears', It is left for the Mage to decide how to cope with the situation; the GM should interpret and relay his actions as the other players would experience them
23-26	Caster is Bashed in the Face (as per 7th level spell). This is his own errant conjuration so the Mage *must roll an Attack on himself* and then roll to Defend against it.
27-29	Becomes center of *Stink Bomb* spell
30-33	Cannot cast failed spell again for 2d6p days*
34-37	Emits vile odor for 2d4p hours; animals tracking by smell can automatically follow; Charisma penalized by 3/00; clothes must be burned or stink persists
38-41	Temporary dyslexia (x3 time to read anything, including scrolls); lasts 1d8p weeks; Spell Cognition checks affected
42-48	Shaking (-1 to attack, -1 to physical damage rolls, +3 seconds to casting times for spells with Somatic component); lasts 3d12p minutes
49-53	Lethargy lasting 3d12p minutes (-2 attack penalty, +6 initiative, movement is halved)
54-56	Ages 1d3p months
57-61	All silver within 30' of caster changed to copper
62-63	Weight gain due to stress eating (1 pound per week); lasts 1d12p weeks; extra flab is permanent
64-66	Shrunk to 1d4x10% of size for 1d12p hours (see *Shrink* spell for additional details)
67-69	-2 attack penalty for 1d4p hours
71-73	Choking spasm for 1d4p minutes: cannot attack or cast spells; defense utilizes a d12
74-75	-2 penalty to damage rolls for 1d4p hours
76-78	-2 to random Ability Score; lasts 1d12p days
79-80	-1 to each Ability Score; lasts 1d12p days
81	Unquenchable thirst (2 point penalty to all rolls until 2 quarts of water are consumed)
82	Leg goes numb for 1d4p hours (50% left, 50% right); may only move at crawling speed, -5 Defense penalty
83	Suffer 1 point of damage (no DR) and 1 point Constitution drain; Caster may attempt to save (d20+his CON vs. d20+his level) to reduce Con drain by half; recovery of Con as per Undead attribute draining with the caster's level substituting for the monster's Will Factor
84	Caster's eyes change color permanently (roll d6)
1	*yellow*
2	*red*
3	*black*
4	*milky white*
5	*purple*
6	*jade*
85-86	2 point penalty to all rolls for 1d4p hours
87-90	Knocked out for 5d6p minutes
91-00	Roll on Tier 5 chart
Tier Five	
01-10	Go down a Mishap level, reroll
11-13	Ages 1 year
14-17	Caster shrinks 1 inch (permanent)
18-20	Caster's scalp hair falls out (but then regrows naturally)
21-24	Permanent compulsion to be a mime (must make Wisdom check to speak at table, insists on painting face white).
25-28	Ages 1d6p Months
29-32	Suffer 1d3 points of damage (no DR) and equivalent Constitution drain; Caster may attempt to save (d20+his CON vs. d20+his level) to reduce Con drain by half; recovery of Con as per Undead attribute draining with the caster's level substituting for the monster's Will Factor
33-35	Polymorphed to Primate for 3d8p days
36-37	Now hates one sibling (or parent)
38-41	Becomes convinced he is a changeling clone of his original self
42-44	Ages 2d6p Months
45-46	Skin changes color permanently (roll d6)
1	*Navy*
2	*Cyan*
3	*Neon Orange*
4	*Purple*
5	*Forest Green*
6	*Striped (roll d6 for each color using above and 6 = 50/50 chance white or black)*
47-49	Caster blinded for 1 day
50-54	Suffer 2d6p points of damage (no DR)
55-58	Now hated by one sibling (or parent)
59-62	Arm goes numb for 1d4p hours (50% left, 50% right); cannot cast spells with Somatic component, can't use arm
63-65	Suffer 2d4p points of damage (no DR)
66-67	Tinnitus – permanent ringing in ears (-10% to Listening skill mastery)
68	Tingling in fingers (+15% chance of somatic spell mishaps) for 1d4 weeks, cumulative with Spell Mishap chances resulting from wearing armor/shield
69-74	Drained of all SP (regained upon sleep)
75-78	Suffer 3d4p points of damage (no DR)
79-81	Suffer permanent loss of 1 hit point
82-84	Permanent -1d20 mastery to one skill (determined randomly); if mastery drops below 01 mage permanently barred from gaining any mastery whatsoever in said skill
85-86	Age d4 years
87-90	1 randomly determined spell the caster has memorized spontaneously enacts (use default SPs which the mage must deduct); effect is centered on him
91-00	Roll on Tier 6 chart

**The spellcaster cannot invoke the spell that triggered this particular mishap for either 2d6p days (Tier 4) or permanently (Tier 7). For example, a mage casts Fireball and gets this particular Tier 4 mishap. He may not cast Fireball again until 2d6p days elapse.*

Tier Six	
01-10	Go down a Mishap level, reroll
11-13	Lose 25% of remaining spell points (regained upon sleep)
14-16	Caster transformed into a common toad for 3d6p days
17-19	Constant thirst (must drink 3 times normal volume per day) permanently
20-22	Gain Weary flaw
23-25	Monochrome vision for one month
26-27	Suffer 3d6 points of damage (no DR)
28-30	-2 to each ability score; effect lasts 1d12 days
32-34	Suffer 1d4p+1 points of damage (no DR) and equivalent Constitution drain; Caster may attempt to save (d20+his CON vs. d20+his level) to reduce Con drain by half; recovery of Con as per Undead attribute draining with the caster's level substituting for the monster's Will Factor
35-38	Blinded for 2d4p+10 days
39-41	Fall into coma for 4d4p days
42-44	Gain Anosmia flaw
45-46	Gain Myopia flaw
47-49	A changeling clone of the mage appears right next to him; it attempts to assert that **it** is the real mage
50-53	All gold within 30' of caster transmuted to lead
54-55	Switch gender; normal gender reinstated in 30+1d8p days
56-58	Age 2d6p years
59-61	Permanent monochrome vision
62-64	Permanent –0/50 to random ability score
65-67	Lose ability to cast spells for 1d4p days
68-70	Permanent dyslexia (x3 time to read anything, including scrolls); affects Spell Cognition checks
71-73	Cannot regain SPs for d4p days
74	Max SPs permanently lowered by 47
75-77	Cannot regain SPs for d6p+6 days
78-80	2 randomly determined spells the caster has memorized spontaneously enact (use default SPs which the mage must deduct); effect is centered on him
81-83	Permanent d3p hp loss
84-86	Permanent 1 point penalty to all rolls (-5% to all d100 rolls)
87-90	Lose sense of touch in fingers permanently; -4 Attack penalty, cannot cast spells with Somatic component.
91-00	Roll on Tier 7 chart

Tier Seven	
01-10	Go Down a Mishap level, reroll
11-13	Permanent -1 attack penalty
14-16	Suffer 4d4p points of damage (no DR)
17-19	Arm goes permanently numb (50% left, 50% right); cannot cast spells with Somatic component, can't use arm
20-22	Drained of 500 Spell Points (regained on sleep)
23-25	Any gems in the possession of the spell caster are turned to glass
26-28	May never cast spell that failed again*
29-32	Alignment change to polar opposite, i.e. LN becomes CN, LG becomes CE, true neutral gains the *ornery* and *selfish* quirks
33-36	Lose 1 spell slot (determine level randomly) - e.g. the mage may never again cast a spell of level X where X varies from Apprentice to the highest level spell he can currently cast
37-40	Needs 1 extra hour of sleep/night – permanently
41-43	Switch gender permanently
44-46	Weakened; permanent -1 to physical damage rolls
47-49	Permanent lethargy (-2 Attack penalty, +6 initiative, movement rate is halved)
50-52	Suffer permanent loss of 1d4 hit points
53-55	Suffer 3d10p points of damage (no DR)
56-58	Severely weakened; permanent -2 to physical damage rolls
59-61	Needs 2 extra hours of sleep per night – permanently
62-64	Max SPs permanently lowered by 100
65-67	Permanent jitters (-1 Attack, -1 to physical damage rolls, +3 seconds to casting times for spells with Somatic component)
68-70	Blinded for 3 months
71-73	Cannot regain SPs for 3 months
74-76	Spontaneous combustion! Bursts into flames and suffers 6d8p points of damage (no DR)
77-79	Permanent -1 to random ability
80-82	Suffer permanent loss of d6 hit points
83-85	Suffer permanent loss of d6p + 2 hit points
86-88	Permanent -1d100 to one skill (determine randomly); if resulting mastery is <0 skill is thereafter inaccessible (cannot be purchased)
89-90	Permanent -0/50 to each ability score
91-00	Roll on Tier 8 chart

Tier Eight	
01-10	Go down a Mishap level, reroll
11-20	Permanently limited to 75% of Spell Point allotment
21-25	Caster permanently transformed into a Rhesus monkey
26-30	Caster permanently transformed into a common toad
31-33	Permanent 2d4p hit point loss
34-37	Permanent body rash (-2 points to Dexterity attribute)
38-40	Permanent -2 to random ability score
41-44	Permanent -1 to each ability score
45-47	Permanent -2 to attack
48-50	Permanent 2 point penalty to all rolls (-10% to all d100 rolls)
51-53	Permanent -2 to all ability scores
54-55	Suffer damage equal to all but 1d4 remaining hit points
56-59	Suffer permanent loss of 2d6 hit points
60-62	Max SP permanently lowered by 211
63-65	Suffer permanent loss of 3d6 hit points
66-70	Max SP permanently lowered by 499
71-74	May never regain SPs
75-78	Lose ability to cast spells permanently
79-81	Enters coma for 2d12p days
82-84	Contract fatal Wasting disease (see disease rules)
85-88	All spells the caster has memorized spontaneously enact (use default SPs which the mage must deduct); effect is centered on him
89-93	Lose 2 spell slots (determine level randomly) - e.g. the mage may never again cast a spell of level X & Y where X & Y vary from Apprentice to the highest level spell he can currently cast; X & Y must be unique
94	Caster is temporally frozen for d20 years. He is totally unresponsive, inanimate and neither ages nor decays. He can take no actions until he awakens.
95	Caster enters a permanent vegetative state and will die per the dehydration rules
96	Caster Implodes (dead)
97	Spontaneous combustion! Caster bursts into flames and immediately dies
98	Caster Explodes (dead) + 6d6p damage in 20' radius
99	Caster Explodes (dead) + 5d12p damage in 30' radius
00	Caster Implodes, creating a small black hole that sucks anything within a 10' radius into it and then closes.

ROGUE SPELLCASTING

Rogues are not formally trained arcane spellcasters and lack the phrenic conditioning that their schooled counterparts take for granted. Their approach is pragmatic to the extreme with no knowledge of theory. In essence, they know how a few magical tricks work but not why. This slapdash technique has a number of repercussions.

1: Spell Fatigue

Rogues suffer lengthier spell fatigue after casting spells. Their weariness lasts for 10 seconds plus the casting time of the spell that induced it.

2: Spell Mishaps

Rogues are subject to spell mishaps ***just as any other arcane spellcaster***. See the discussion beginning on p. 82 for details.

2a: Spell Volatility

Any spell cast by a rogue has *double* the volatility rating indicated on Table 4.2: Spell Volatility Rating. This stems from their rudimentary knowledge of spellcraft.

2a: Wearing Body Armor & Employing Shields

Rogues are treated as Fighter/Mages for purposes of determining spell mishaps due to protective gear. If the rogue is an elf, he gains this racial advantage.

3: Repeat Castings

In the *Player's Handbook*, Rogues are warned that they risk grave consequences should they attempt to recast one of their spells without waiting 24 hours. This section provides specific information for those opting to operate in this danger zone.

If a rogue attempts to recast one of his known spells without allowing a 24 rest period, he must roll a d100 and score the value indicated (or better) on Table 4.7 Difficulty is a function of time since he last cast the spell.

Note: Gaining increased mastery in Arcane Lore serves to remediate some of the rogue's inherent weakness in spellcraft. If a rogue has progressed beyond novice mastery, he will gain a bonus to these rolls.

- Average Arcane Lore +5
- Advanced Arcane Lore +10
- Expert Arcane Lore +15
- Master Arcane Lore +20

Elves (and Pixie-Fairies) gain a +5 bonus to these rolls due to their inherent magical proficiencies. This advantage is cumulative with any Arcane Lore mastery bonus.

Table 4.7: Rogue Repeat Casting	
Hours since spell last cast	**d100 roll needed for success**
< 1 hr	100
1 - <2	98
2 - <3	96
3 - <4	95
4 - <5	93
5 - <6	90
6 - <7	88
7 - <8	85
8 - <9	82
9 - <10	79
10 - <11	75
11 - <12	72
12 - <13	68
13 - <14	63
14 - <15	59
15 - <16	54
16 - <17	49
17 - <18	44
18 - <19	38
19 - <20	33
20 - <21	27
21 - <22	20
22 - <23	14
23 - <24	07

If the rogue fails to successfully recast a spell, *there will be consequences*. To determine the severity of said, you must note the difference between the required number and the actual result rolled. This number is the Roguish Spell Failure Rating (RSF Rating). Consult Table 4.8 to determine the results.

Failure to prematurely replicate a spell has potentially severe consequences since the rogue does not have the phrenic discipline to channel the errant magical surge. His mind and body must absorb this energy. As such, failure inflicts damage to both the psyche (mental effect) as well as the body (physical damage).

Mental Effects:

A rogue will always suffer spell fatigue when casting a spell even if botched. The mental effects listed here are an additional effect.

Epileptic Fit: The rogue suffers an epileptic fit of varying severity. Specific details can be found on p. 138 of the Player's Handbook. Note that the rogue does not gain the Epilepsy flaw, this is only a single manifestation of the harm the psychic energy does to his brain.

NOTE: The danger instigated by casting a spell multiple times per day is triggered exclusively by *recasting* a spell not by casting an additional unique spell. This option is an "ace in the hole" unique to rogues – in effect a high risk gambit when he's got nothing else in his hand. Luck Points may be applied to the chance of success (at a rate of 5% per Luck Point) or to dampen the ill effects of failure.

Table 4.8: Rogue Repeat Casting Failure Results				
RSF Rating	Mental Effect	Physical Damage	Spell Mishap	Cast Spell?
01-05	Nosebleed	1 hp		
06-10	Suffer Epileptic fit (type 01-03 see PHB)	1d3p		
11-15	Gains nervous tic (persists until he gets 8 hours of sleep)	1d4p		
16-20	Suffer Epileptic fit (type 04-05 see PHB)	1d6p		
21-25	Suffer Epileptic fit (type 06-07 see PHB)	2d3p	1	
26-30	Suffer Epileptic fit (type 08-09 see PHB)	2d4p	1	
31-40	Suffer Epileptic fit (type 11-15 see PHB)	2d6p	1	
41-50	Melancholy	2d8p	2	
51-60	Migraine (no ToP check required)	3d6p	2	
61-70	Migraine	4d6p	3	
71-75	Epileptic fit (16-20) + d20p fractional point INT loss	5d4p	4	
76-80	Epileptic fit (16-20) + d100p fractional point INT loss	5d6p	4	spell gone
81-85	Epileptic fit (16-20) + 1 Int point loss	5d6p	5	spell gone
86-90	Epileptic fit (16-20) + d3p Int point loss	5d6p	6	spell gone
91-95	Epileptic fit (16-20) + d4p Int point loss	5d6p	6	may never cast spells again
96	Epileptic fit (16-20) + d6p Int point loss	6d6p	7	may never cast spells again
97	Epileptic fit (16-20) + d8p Int point loss	6d6p	7	may never cast spells again
98	Epileptic fit (16-20) + d12p Int point loss	6d6p	7	may never cast spells again
99	Rogue's mind totally blasted, has 1/01 Intelligence	6d6p	8	may never cast spells again

Intelligence Loss: Absorbing the spell's energy is traumatic enough to destroy a portion of the rogue's brain. This is represented by a permanent subtraction to the character's Intelligence attribute. A fractional loss merely results in a 0/xx reduction while a 'point loss' is just that – full integers.

Melancholy: Absorbing the spell's energy has triggered a one-time bout of ennui (See Melancholy quirk, p. 132 of Player's Handbook). Once the rogue "snaps out of it", the condition does not reappear as it is not chronic.

Migraine: The rogue develops a migraine from the psychic shock of the spell. In the lesser instance, he does not need to make a Trauma check.

Nervous Tic: The rogue develops an unmistakable nervous tic that persists until he gets a good night's sleep.

Rogue's Mind Totally Blasted: The psychic shock has turned the character into a vegetable. Recuperation is only possible by expending BPs to raise one's Intelligence attribute.

Physical Damage:

This represents the physical toll of absorbing the spell energy. Damage is considered to be an individual wound. In no case does DR gained from the Tough Hide talent mitigate this damage!

Spell Mishap:

An errant attempt at premature replication of spells may also induce a spell mishap. This mishap is independent of spell volatility and not subject to the spell mishap ceiling (Table 4.5).

Cast Spell?

A Roguish Spell Failure may result in the loss of the ability to ever cast the spell again (or in severe failures, the ability to ever practice magic). Note that the portion of the brain in which the knowledge to cast the spell is destroyed. Thus the spell as well as the spell slot is lost. It does not merely wipe the slate permitting the slot to be subsequently filled by another spell.

SPELLCASTING IN MELEE

Arcane spellcasting requires a great deal of concentration - enough, in fact, to preclude mounting an adequate defense against an opponent seeking to jab a pointed implement through the mage's liver.

Clearly the best option when entering this extremely vulnerable state is not to do so when within reach of an enemy. It's simple common sense. Regrettably, too often those blessed with an abundance of theoretical knowledge lack the good judgment that ordinary people take for granted. What follows thus is a discussion both of the rules that apply to such situations and elementary tactics.

NOTE: Rogues may take and benefit from the Diminish Spell Fatigue and Mitigate Spell Fatigue Talents

Ranged Fire: Whilst casting a spell, an arcane spellcaster must remain fixed in place. This, in effect, makes him a stationary target. As such, he may only roll a d12p for defense against the incoming projectile (see Player's Handbook p. 218).

Melee: Arcane spellcasting precludes dodging about (explicitly negating any defensive bonus derived from Dexterity and implicitly any gained from favorable Wisdom) or parrying an attack (negating defensive bonuses derived from weapon specialization or the Parry Bonus talent). The spellcaster thus rolls a d8p for his Defense.

Example: Beska Miltar is a 7th level human mage. He employs a staff as a weapon and has purchased +1 defense specialization and the Parry Bonus with the staff. His defense bonus from 12 Dexterity offsets the penalty of his thick robes. In the rare instances he is engaged in combat, he employs the Two-handed Weapon fighting style giving him a d20p+2 defense versus his first opponent (usually coupled with the Full Parry special combat move for a net defense of d20p+7).

Beska Miltar is very wary of becoming engaged in melee combat, as it is a task he is eminently unsuited for (and Beska's player wants to gain maximum Honor for role-playing his class). Unfortunately, in their current exploration of a cave complex, he has become separate from his fellow mercenaries. Having cast Candlelight on his staff, he is wandering through a corridor in search of his companions. There he stumbles into a lone orc.

Beska and the orc are both really surprised by this chance encounter (getting 10 and 14 on their adjusted Initiative rolls). The mage decides to use his initiative advantage to cast Pepper Spray. He drops his staff (0 counts) and rummages for his spell components (taking 3 seconds rolled on a d4). Unaware that the orc is about to swing, he begins his spell on 14. The orc swings rolling d20p+3 while Beska may only roll d8p. The modified results are 14 and 4 resulting in the mage suffering a 2d8p+2 wound (12 after DR). The spell is ruined and Beska Miltar is in spell fatigue for the next 6 seconds (5s + casting time).

He still must roll a d20p to determine his opponent's saving throw as this mechanic also handles potential spell mishaps. Since he cast a 1st level spell with no additional spell points, the spell has a volatility rating of 3. He has to roll a d20p+ his INT score and get 14 (Table 4.3). However, since he was injured as he cast the spell, he suffers a -7 penalty on the roll. He rolls a 3 on the die so the adjusted total is 3+13(INT)-7=9. He missed by 5 making this a Tier 4 mishap (Table 4.4). Since the spell wasn't very powerful (volatility 4), this is capped at a Tier 1 mishap (Table 4.5). Rolling for Spell Mishap Results (Table 4.6), the temperature rises 9°F in a 5 foot radius from where the spell failed (i.e. Beska's current position).

Tactical Analysis: There are several options that would have aided Beska Miltar had he thought of them. He could have chosen a spell without material components (that d4p second penalty to search for components is a real hazard). He could also have delayed beginning his spell until the orc attacked. Admittedly this is dangerous as his Defense is limited to D20p-4 (d20p-4 defense die and no weapon defensive bonuses – his other defensive bonuses are a wash) but that's certainly better than a d8p.

Spell Fatigue: While under the effects of spell fatigue, an arcane spellcaster suffers a -6 Defense penalty.

Example (continued): Beska's character is now toe-to-toe with an orc while suffering the pernicious effects of spell fatigue. He is also unarmed having dropped his staff to cast his spell. Since – like an idiot - he failed to take any other weapon proficiencies, that awkward staff is all he has and the orc is not about to let him pick it up.

As an unarmed combatant, his opponent may strike at double speed (p. 236 PHB). Since the orc has a normal weapon speed of 9, it can attack again in 5 seconds - gaining an attack before spell fatigue subsides. Beska's effective Defense is now d20p-10 (d20p-4 defense die plus a -6 penalty from fatigue). His player cries foul, slandering the good name of this writer/designer and insisting the rules are broken and that he'd be better off just lying down as his Defense is worse than a flat d8p.

Another player, sick of this bellyaching, urges him to calm down. "Chill dude. Think!" In this moment of clarity, Beska's player remembers that he has options. Despair gone, he announces that he executes a Scamper Back special combat move (Give Ground is unavailable due to the movement penalty caused by spell fatigue and he cannot Fight Defensively or perform a Full Parry sans weapon). With the bonus from Scampering Back, his Defense is now d20p-5 – admittedly not great but this is pretty much a worst case situation instigated by a tactically inept player.

Tactical Analysis: Had Beska's player been a wee bit better prepared, he might have taken an additional proficiency with the knife for a mere 2 BP and kept a pair of such weapons at his sides. While under spell fatigue, he could have drawn these weapons, used the Two One-Handed weapons, Defending with Secondary Weapon fighting style to gain a d20p defense, executed a Full Parry (+5) and then Scampered Back (+5). Even with his -6 penalty from spell fatigue, his net Defense would be d20p+4!

Combat Casting: This talent permits the mage (or, more likely, fighter/mage) to mount a full defense against one (or more if repeatedly purchased) opponent. Some caveats need to be stated:

The talent permits the arcane spellcaster to defend not attack as, obviously, his action is casting a spell.

A full-unfettered defense is not possible, as a held

NOTE: Pixie-Fairy arcane spellcasters suffering from spell fatigue can hover in place. They are considered a stationary target if missile fire is directed against them thus may only roll a d12p for Defense against such attacks.

weapon must be sheathed to free up a hand with which to handle material components or perform somatic gestures. This yields two possible defenses: Shield only or One-handed Weapon only.

Shield only

Advantage: This yields the best defense as it permits the caster to roll a d20p and adds the defensive value of the shield as well as a +1 bonus.

Disadvantage: The caster forfeits any defensive specialization or talents gained via his weapon. Additionally, opponents may attack twice as often. A shield hit may potentially injure caster and will cause a -4 penalty to spell failure checks (mitigated by +2 for every purchase of this talent).

One-handed Weapon only

Advantage: By presenting a weapon, attackers are limited to normal attack frequency. Defensive specialization or talents gained via the weapon are applicable. No chance of injury or distraction via a shield hit. A caster untrained in shield use must use this option.

Disadvantage: The caster rolls a base d20p-4 for defense.

Special combat moves may not be executed while casting a spell. If currently performing a special combat move, the caster must allow any time dedicated to that move to elapse before beginning to cast a spell.

Retrieving spell components one-handed takes twice as long (i.e. 2d4p seconds).

Clerical Spellcasting in Melee

Divine spells do not require the mental focus that arcane spells do. They merely channel power provided by their deity (thus explaining why they may not 'amp up' these spells). Accordingly, clerics do not suffer from spell fatigue.

Clerical spells never result in mishaps nor can they be disrupted per se. Should a cleric be struck for damage whilst in the midst of a prayer (e.g. casting a spell) or fail a mental saving throw, he merely has to begin the prayer again (i.e. he can 'recast' by repeating the entire casting time). A non-injurious blow – one absorbed by body armor - does not necessitate this inconvenience.

Priests suffer no explicit Defense penalty when invoking divine magic (though they do not gain the benefit of defensive weapon specialization or the parry bonus as they must have a free hand to handle material components/catalysts or execute somatic gestures).

Saving Throws vs. Hybrid Spellcaster:

Because they are inherently weaker spellcasters, Fighter/Mages, Mage/Thieves & Rogues do not roll d20p + level to set their opponents' saving throw thresholds as indicated on p. 242 of the *Player's Handbook*.

Instead, they roll d20p + the highest spell level they can cast. Thus an 11th level Fighter/Mage rolls d20p+5 not d20p+11. If they cannot yet cast 1st level spells, their targets' saving throw versus their apprentice or journeyman level spells is determined by an unmodified d20p.

The Journey

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OVERLAND TRAVEL RATES

Determining travel time for your players is important when they gain some experience and feel confident enough to explore the untamed wilderness. Table 5.1 lists some general movement rates applicable to various modes of overland travel.

Roads: The difference that a road or trail makes cannot be overstated. First of all, movement with a wagon or cart is essentially impossible on anything but a road. Any 1st-4th rate road without significant obstacles counts as road terrain, although you should be clear about whether it is wide enough to handle a team of oxen pulling a wagon.

Open terrain: Open terrain still contains plenty of pitfalls, streams, bogs and scrubby trees. Unless you are crossing central Illinois in the present day, open terrain should not be construed as flat prairie with no impediments to movement whatsoever. That being said, rolling hills and meadows are significantly easier to traverse than any other land that lacks road, and such terrain shouldn't pose serious problems to your party. 5th rate roads also count as open terrain.

Semi-Open terrain: Semi-Open terrain is typical of old-growth forests, or wilderness with slightly steeper hills, more undergrowth, smaller rivers etc. It is still very passable, but the going is slower than in open terrain.

Impeded Terrain: Impeded terrain presents challenges that serve to slow travel significantly. These may be the result of topography (steep hills, sandy deserts or frequent water crossings), flora (dense undergrowth typical of second growth forest, or less dense jungles) or weather (snow cover).

Restricted Terrain: Restricted terrain is characterized by features that necessitate frequent backtracking or lengthy detours. Marshes, bogland, thick jungles and the foothills of mountain ranges are examples of this type of terrain.

Impassible Terrain: This is left to the discretion of the GameMaster to determine. Any Mountain Range without a pre-cut trail, or a broad river without an obvious crossing are two such candidates for explorers without the special skills necessary to surmount these challenges.

Going Faster

Table 5.1 lists movement rates that are somewhat below the absolute maximum. It is the distance the listed person or animal can travel if they were exerting a good deal of effort, but it is still a pace that could be sustained for a number of days in a row. In other words, as long as the travelers (and their animal companions) are getting a full night's sleep and plenty of food, they can move at the listed rates indefinitely. Should they wish to push the pace, they can do so, but at the risk of exhaustion.

Humans, demi-humans and humanoids may push themselves to literally go the extra mile. Doing so necessitates a successful check [d20p+ *either Wisdom or Constitution* (whichever one is lowest – that being the limiting factor) vs. d20p+Fatigue Factor+X]. The difficulty of the check (i.e. the value of X) is determined by the amount they wish to push themselves. This must

TIP: See page 101 for Road Ratings.

Table 5.1: Overland Movement Rates					
	Road	Open	Semi-Open*	Impeded[1]	Restricted[1]
Camel	30	25	20	d8[2]	d4
Donkey	30	25	20	d10	d4
Dog	25	15	10	d12	d6
Elephant	40	30	20	d10[3]	d6[3]
Horse, heavy	40	25	15	d6	n/a
Horse, light	50	40	30	d6	d3
Human[4], walking	20	15	12	10	d4
-hiking/roadmarching	25	20	15	15	8
-long distance running	40	30	15	15	8
Halfling or Gnome, walking	10	8	6	6	d4
-hiking/roadmarching	15	12	10	8	8
-long distance running	25	20	15	12	8
Llama	25	20	15	d8[5]	d4[5]
Mule	35	30	25	d10	d4
Ox	20	15	10	d3	n/a
Pony	30	5	d3	d8	d3
Wagon (pulled by men)	10	5	d3	n/a	n/a
Wagon (pulled by horse, mule or donkey)	20	10	d3	n/a	n/a
Wagon (pulled by oxen)	10	7	d3	n/a	n/a
Chariot, Riding	45	35	d3	n/a	n/a
Chariot, War	40	30	d3	n/a	n/a

[1]NOTE ON GUIDES: Travelling with an experienced guide who knows the lay of the land or type of terrain well imparts obvious benefits. Besides not getting lost or killed quite as easily, a party that is travelling with such a guide can always go the maximum distance listed on any movement rate roll (i.e. a d10 would be 10 miles with a guide). This distance is, of course, still affected by other movement modifiers.
[2]Camels are, obviously, excellent desert travellers. If the type of impeded terrain they are moving through is a sandy desert, treat their speed as Semi-Open.
[3]Elephants are good at crossing both jungles and deserts. If the type of impeded terrain they are crossing is desert or jungle, treat as semi-open. If the type of restricted terrain they are crossing is thick jungle, treat as impeded.
[4]Humans here includes all size M player races INCLUDING dwarves. Dwarves may be slower during tactical movement but can match other races in strategic movement.
[5]Llamas are excellent mountain climbers. If the type of impeded terrain they are crossing is steep hill country, treat as semi-open. If the type of restricted terrain they are crossing is mountainous, roll a d12 for their distance.

Table 5.2a: Going the Extra Mile (People)		
Extra Distance	Skill Check Modifier	Effects if Successful
+10%	X=10[2]	+1 Fatigue Factor
+25%	X=13[2]	+2 Fatigue Factor
+33%	X=16[2]	+4 Fatigue Factor

[1]Physical Conditioning or Tough Guy may improve roll
[2]skill check is d20p+lower of Wis/Con vs. d20p+Fatigue Factor+X

Table 5.2b: Going the Extra Mile (Animals)		
Extra Distance	Skill Check	Chance of Death or Incapacitation from Exertion
+10%	Average Riding or Animal Handling as appropriate	20%
+25%	Difficult Riding or Animal Handling as appropriate	50%
+33%	Very Difficult Riding or Animal Handling as appropriate	75%

be stated *before* the die roll as failure indicates an unwillingness or inability to do so that manifests as a slower pace throughout the day not as a sudden loss of drive near dusk.

Note that the character's *current* Fatigue Factor is added to the competing d20. Thus if suffering under the effects of Long-Term Weariness and Exhaustion (p. 69), this task becomes progressively more difficult. PCs with the Physical Conditioning or Tough as Nails talents add +3 to their roll (or +6 should they have both).

Even if successful, characters suffer a Fatigue Factor penalty. This is fully restored after a full day of rest.

Note: Characters with the Hiking/Roadmarching proficiency or Long Distance Running talent are trained for this type of exertion and follow the rules under those sections in the PHB.

Animals may be pushed to extend their range on Roads and Open terrain. However, such efforts will meet with increasing resistance and risk killing the animal.

Table 5.4: Animal Overland Carrying Capacities								
Animal	**Carry** *no encumbrance*	**Carry** *light encumbrance*	**Carry** *medium encumbrance*	**Carry** *heavy encumbrance*	**Drag** *short distance only*	**Pull** *wheeled vehicle lt. encumbrance*	**Pull** *wheeled vehicle med. encumbrance*	**Pull** *wheeled vehicle hvy. encumbrance*
Camel	140	275	550	825	4350	1,100	1450	1875
Courser	120	240	480	720	3840	950	1250	1625
Destrier	180	360	720	1100	5750	2,000	2600	3400
Dog, working	8	16	24	40	200	n/a	n/a	n/a
Donkey	60	120	240	380	2050	850	1100	1450
Draft Horse	160	320	650	1000	5200	1800	2350	3100
Elephant	1200	2400	4800	7200	36000	n/a	n/a	n/a
Light Riding Horse	78	160	315	470	2500	800	1050	1350
Llama	50	100	200	300	1600	n/a	n/a	n/a
Mule	115	230	450	680	3650	1200	1550	2050
Ox	200	400	800	1200	6360	3200	4200	5500
Pony	75	150	300	450	2400	770	1000	1300
Rounsey	87	175	350	525	2800	900	1175	1525

Animal death here includes incapacitation. If this is indicated, the animal either dies from exhaustion or is crippled by an injury caused by overexertion such that it may never function as a working animal thereafter. From a player's perspective these are identical results.

Excess Pack Weight

Listed movement is negatively impacted by the amount the human or pack animal is carrying. Table 5.1 assumes an unencumbered or lightly encumbered traveller or mount. Encumbrance is especially important to pay attention to, as the reason your PCs got that Ox in the first place was to load him down with their things. Table 5.3 shows how encumbrance affects these speeds. Accumulated fatigue is relieved by a full day's rest (i.e 24 hours of inactivity).

Table 5.3: Encumbrance Effects on Movement	
Load Carried	**Effect on Overland Movement**
None/Light	no movement penalties
Medium	-25% movement rate +1 Fatigue Factor per day
Heavy	-33% movement rate +2 Fatigue Factor per day

Pulling a Wheeled Wagon or Cart:

A wagon's speed is based on the draft animal(s) used to pull it. They can move with no penalty (e.g. at values listed in Table 5.1) when pulling up to the weight listed on Table 5.4's *Pull Wheeled Vehicle (lt. encumbrance)* column.

The value in this column represents the maximum weight that can be pulled for long durations without compromising mobility. Lessening the load will not improve speed. Overloading wagons, however, will have an acutely detrimental effect on distance covered. Values in the two columns to the right represent weights that may be pulled – albeit at medium and heavy encumbrance (see Table 5.3 for appropriate penalties).

When using more than one animal to pull a cart (i.e. a team of oxen or horses), the weight is distributed equally among all beasts. Multiple animals do not move faster (this would be impossible), but each animal's encumbrance is greatly reduced. Thus, a team of two oxen can pull twice as much stuff at normal walking speed.

Do not neglect the fact that the wagon represents a significant weight in and of itself. Throw in a couple passengers and you'll quickly see why teams of draft animals were frequently employed. Table 5.5 provides this information.

Table 5.5: Vehicle Information		
	Chassis Weight (lbs)	Capacity (lbs)
Cart, small	100	200
Carriage	800	600
Wagon, 2 wheeled	1000	1600
Wagon, 4 wheeled	1300	2500

Example: John's mercenary company recently purchased an ox and a wagon to transport their things. All told, the party's gear (wagon included) weighs 3,5000lbs. This means that the ox pulling the wagon is medium encumbered. Because of this, the ox moves 25% slower than its listed rate (i.e. 15 miles over good roads) and accumulates +1 Fatigue Factor per day.

Carrying capacity is largely a function of the weight of the animal. Of course, not all animals will pull carts just because you want them to, and thus their pull weight is listed as **n/a**. The

drag distance below is for very short distances, around 100 feet, at which point the animal is completely exhausted.

Note on Load Bearing: Table 5.4 lists the weights each of these animals may bear or pull. When riding an animal, the rider's body weight, his gear, riding gear, barding and any ancillary stowage must be taken into account. Animals laden to the point of heavy encumbrance (or forced to pull a heavily encumbering load) must make a tenacity check every hour or they lay down (or stand in place if hitched) and refuse to move.

For purposes of play, human carrying capacity is given as a function of strength rather than weight.

MOUNT AND PACK ANIMAL DESCRIPTIONS:

In the great outdoors, a good riding or pack animal can be one of a character's most useful tools. Often viewed as mere transportation, a trained horse or pack animal can aid an adventurer in a myriad of ways.

These animals are detailed hereafter so that you can add them to the campaign. A prudent GM will note an animals' attributes carefully, and take care to role-play them thusly. There are no hard and crunchy mechanics about exactly what temperature or terrain animals can or can't be led into. Instead, it is up to you to use common sense and the descriptions below to paint a realistic picture for your party. They might find, for instance, that their heavy horse will quickly die of dehydration in a blazing desert, or that a Llama is only too happy to hike up the side of a mountain with them.

Camels

Whether single-humped or two-humped, the typical adult camel stands about 6 feet tall at the shoulder and 7 feet tall at the hump. This hump of fatty tissue provides the beast with needed fat reserves while reducing the amount of heat-trapping fat elsewhere.

This hump, as well as several other physiological trappings, helps the camel thrive in desert areas where other mounts would suffer. For instance, the camel's thick blonde to reddish fur serves as insulation from the heat of the sun, while its long ear hair and eyelashes help protect these organs from blowing sand. Its insides retain water most efficiently, and it can masticate thorny desert plants that would pierce the flesh of many other creatures. Its long legs and wide feet also give it better traction over the desert sand.

Single-humped and most wild camels weigh a little over 1,000 pounds. Two-humped and domesticated draft camels may weigh up to 1,500 pounds, the latter having been bred to carry more weight. Females are nearly identical to the males, but weigh slightly less (about 10%).

Camels have been domesticated for perhaps longer than any other animal on the main continent. Thus, although wild camels do still live in the deserts of Tellene, most camels encountered are domesticated ones raised as beasts of burden (as well as for their flesh and milk, which are staples of desert cuisine).

After mating, a camel's gestation period lasts for roughly 400 days with an offspring of a single calf. A calf reaches maturity between three and five years old, and has an average lifespan of about 45 years.

Road Quality

There are five basic levels of quality defined for roads and they are designated as First Rate through Fifth Rate.

First Rate: This quality class defines the primary roads or highways of the Kalamaran Empire. These roads are wide, paved, extremely well built and have superior drainage. They are often made of well-fitted paving stones supported by over three feet of packed stone, gravel and cement. These roads are used to facilitate trade and deploy troops.

Second Rate: This quality class generally applies to First Rate roads in a state of disrepair or roads of an original construction quality somewhere between First and Third Rate.

Third Rate: This quality class describes secondary roads in the Kalamaran Empire or main thoroughfares in places such as Brandobia and Svimohzia. These roads are, for one reason or another, not up to First Rate standards. Kalamar's secondary roads are made of packed earth. Brandobia's main roads are paved but narrow and not cambered as well as Kalamaran roads, if at all. In other areas such as the Wildlands or Reanaaria Bay they may be timber roads. Timber roads are generally sturdy when new and help prevent excessive wheel rutting during rain or snow storms.

Fourth Rate: Roads with this rating may be Third Rate roads in a state of disrepair, or are otherwise inferior in some way such as not having any designed drainage or inadequate drainage, unpaved, or even just having rough split logs or narrow bands of paving lain so that wagons don't make ruts in the mud. Secondary roads in Brandobia and Svimohzia are of this type.

Fifth Rate: These roads are tertiary tracks that connect small villages and farming communities and tend to meander more than larger roads. These dirt paths are generally overgrown and weather damaged, but are still discernable from enough use that one can use the path to get about in a remote area. Beyond this class are trails in certain areas that see little use. These are often in regions unsuitable for roads. Trails are not discernable from wear but often show the best way through rugged terrain by markings left from previous travelers. Of course, such an arrangement is rife with mischief as unscrupulous individuals and monsters alter, damage or even remove trail markers.

As one can see, a primary road implies something entirely different depending upon which region of Tellene is being discussed. Primary roads in Kalamar fall into the First and Second Rate categories while primary roads in Brandobia, Svimohzia and the Wildlands fall into the Third Rate category.

Camels are not discriminating diners, feeding on more than 80% of the available tree leaves, shrubs and bushes, as well as any available crops. Camels have few natural enemies except for wolves, and encounters between the two are rare, except at watering holes. Otherwise, a wild camel's main enemies are overgrazing, poisoned water sources and drought.

Cantankerous, single-humped dromedaries are most common in the Khydoban Desert, as well as in the southern Elos Desert near the city of Miclenon. Two-humped camels, on the other hand, are more likely to be found in the northern Elos along the Norga Tors foothills of the Elenon Mountains. Camels are occasionally transported to the Kalamaran Empire for use in circuses, so an escapee from an ambushed or careless merchant caravan might be encountered wandering the Kalamaran wilderness, but predators ensure these loners rarely survive for long.

Combat: If annoyed, a camel often shows its temperament by stamping its feet. Those who miss this sign might find themselves bucked off, bitten, kicked or even suffering the indignity of a globule of spittle in the face. A bite or a kick does 2d6p-2 points of damage, while a successful spit attack (once per encounter, against creatures within 5 feet) blinds the victim for 10+2d10p seconds.

Fighting while mounted on a camel requires a minimum of Average mastery of the Riding skill (melee penalties apply to both attacks and defense). A rider fighting on camelback is thrown off if he suffers a knock-back or the camel succumbs to a Threshold of Pain check. Should this occur, the rider suffers 1d4p points of damage and is delayed 10 seconds while he regains his bearings. If a camel encounters danger, its natural reaction is to flee. This requires a rider (if any) to succeed at a Riding skill check (Average difficulty) to rein it in. Likewise, a wounded camel will also attempt to flee, requiring a Riding check (Very Difficult) to restrain it each time the animal is wounded.

Camels can be trained for specific feats, such as biting, tripping another mount, throwing it to the ground by putting its head between the other mount's legs or using its powerful head and neck to push its opponent to its knees.

Donkeys

Donkeys evolved in the fringes of the Elos Desert spread through parts of the Young Kingdoms and were eventually imported to all other areas of Tellene. Due to these desert origins, a donkey's body doesn't waste or lose moisture as readily as a horse. The donkey's body

extracts most of the moisture from his own feces and doesn't need to sweat as much as a horse would (a donkey doesn't have as large a muscle mass to keep cool), making them better adapted to the arid climates on Tellene.

The donkey has a mighty bray that allows even widely spaced donkeys to keep in contact or define their territories. Their big funnel-shaped ears can catch distant calls and help to dissipate heat. Their ears also serve as a visual communication system, telegraphing danger or foul moods. They punctuate these messages with tail swishes, other body language, and of course, grunts and moans.

Other distinguishing characteristics of donkeys are tough, compact hooves that can handle sand and rock, woolly hair that insulates them from heat and cold, and a lean body mass that requires relatively little fodder, yet is very strong and enduring. They also have a digestive system that can break down almost inedible roughage while at the same time extracting and saving moisture in an arid environment. Donkeys have only five lumbar vertebrae compared to most horses, which have six. They also generally have upright, sparse, spiky manes with no forelock.

A male donkey is called a "jack" while a female is called a "jennet" (pronounced, and sometimes written, as "jenny").

Donkeys come in various colors, but the most common is the mouse gray called "gray dun". There are also spotted donkeys, white donkeys, various shades of brown that breeders refer to as "chocolate," black donkeys, sorrel donkeys, and even pink donkeys (their light, red hair mixes with a gray dun coat to give the illusion of pink). There are also various roan and frost patterns. Donkeys come with or without a cross, leg stripes, or collar buttons (dots of black hair on the neck, just below the head). Most have white muzzles, eye rings, and light bellies.

In the Kingdoms of Kalamar, donkeys are of relatively small stature. Donkeys vary in size and, like horses, their height is measured in 4-inch-long "hands" from hoof to withers (where the neck meets the back). In general, they are 36+ to 48 inches.

Regardless of the breed, almost all donkeys exhibit the same gentle, calm, and slightly mischievous nature.

Behavior & Temperament

Donkeys are cautious of changes in their environment and have a strong sense of survival. If they deem some action dangerous, they will not do it. It is not stubbornness — rather it is an instinctual defense mechanism and they are usually smart enough to know when they can't handle something. A handler should never lose his temper or use brute force to accomplish a task because the donkey will thereafter be afraid of his handler.

Donkeys, because of the rugged terrain that they evolved in, could not just bolt from danger. Running without caution simply placed them in further peril. Natural selection weeded out the less intelligent, so that now donkeys usually freeze when frightened, or run a little way then stop to observe what startled them.

This strong, calm, intelligent beast, without a tendency to flee in terror after being spooked and with a natural inclination to human control, is easy to take care of and easy to work. Donkeys can be used for transportation of supplies, pulling wagons, and when better mounts are unavailable, as riding animals. On Tellene, those who delve into caves and mines often use this animal because of its ability to carry tools, supplies, and ore. Their sociable disposition and adaptation to human mastery allows a donkey to be lead without ropes, with the donkey simply following behind its owner.

Combat: Donkeys will attack canines to protect themselves and their young (and if properly trained, a donkey will also protect sheep and goats), but that is the most fight you can expect to get from them. They are much less nervous than horses and gain a +2 bonus to their Tenacity checks. They kick out and bite when annoyed or endangered, and such a blow, if landed, does 1d3p points of damage.

Elephants

Elephants are native to the Svimohzish Isle and the Obakasek peninsula, though they have been transplanted to other regions (such as the Kalamaran Empire, for their circuses) with limited success.

There are two known species of elephant on Tellene, both having the traditional thick skin, sturdy legs, long distinctive trunk and large floppy ears. However, the elephants of the Obakasek peninsula are slightly hairier as well as being physically smaller, with a pink-speckled gray hide, a mostly flat back, less prominent ears and only the males having tusks.

Those of the Svimohzish Isle are the largest elephants, being less hairy and having rounded backs, larger ears and tusks for both males and females. Female elephants are slightly smaller than the males.

The Obakasek elephant stands about 7 to 12 feet tall and weighs roughly 7,000 to 11,000 pounds. The Svimohzish elephant stands from 10 to 13 feet tall, weighing between 8,000 and 13,000 pounds, with elephants living in the island's Vohven Jungle being on the smaller size and those dwelling in the savannas favoring the larger measurements.

Elephants spend much of their days in warm savannas or forests, grazing on vegetation such as grass, leaves, fruits, herbs and bark, using the trunk to pick up the food and transfer it to the mouth. They also drink

a considerable amount of water, sucking it up into the trunk and then spraying it into the mouth.

Female elephants live in herds consisting of about a dozen adult females and a variable number of younger males and females. The male elephant lives a mostly solitary life except when fighting other males for dominance or approaching females for mating. The female elephant has a gestation period of about 22 months, bearing a single calf weighing around 250 pounds. A calf typically reaches maturity at the age of 14 and has a lifespan of about 60 years.

Because of their size, elephants have few natural predators other than dinosaurs, lions and giant birds, though the latter two usually restrict themselves to lone calves or weak and wounded members of the herd. Svimohz humans occasionally band together and attempt to capture an elephant calf to be trained and used as a beast of burden (often at docks or timber yards). Thus, elephants as pack animals are an extremely rare occurrence. If your PCs can find and procure one, however, elephants are very loyal if treated well, can walk long distances in varied terrain, and can carry an enormous amount of weight.

Combat: Any elephant attacks if it feels that it or its calf is threatened, though adult bull elephants are particularly aggressive during musth (a periodic rise of testosterone levels that can last for several weeks) and may attack for seemingly no reason at all. In most cases this is a "mock charge" meant to scare creatures off (usually signaled by the ears being extended outwards). If the ears are back, the loxodon intends more than bluff.

An oliphant moving to contact will head-butt the first creature in its path inflicting a 4d8p+12 point wound if it hits. Every six seconds thereafter it may take one of the following actions: a) gore an opponent with its tusks for 4d8p+4 b) grab a size M or smaller creature with its trunk and hurl them 8d4p feet away[1] (using a shield for defense against this attack ensures success for the elephant as it can envelop the shield and user together!) or c) advance by trampling[2] whomever is in front of it (giving ground is ineffective as the elephant's movement is double a human's). The choice of attack method is contingent on the battle.

Loxodon are not malicious creatures and do not fight to kill their opponents. Driving them off is its goal. As such, it will not pursue an enemy in full retreat.

[1] *creatures thrown suffer 3d6p damage; armor DR does not apply*

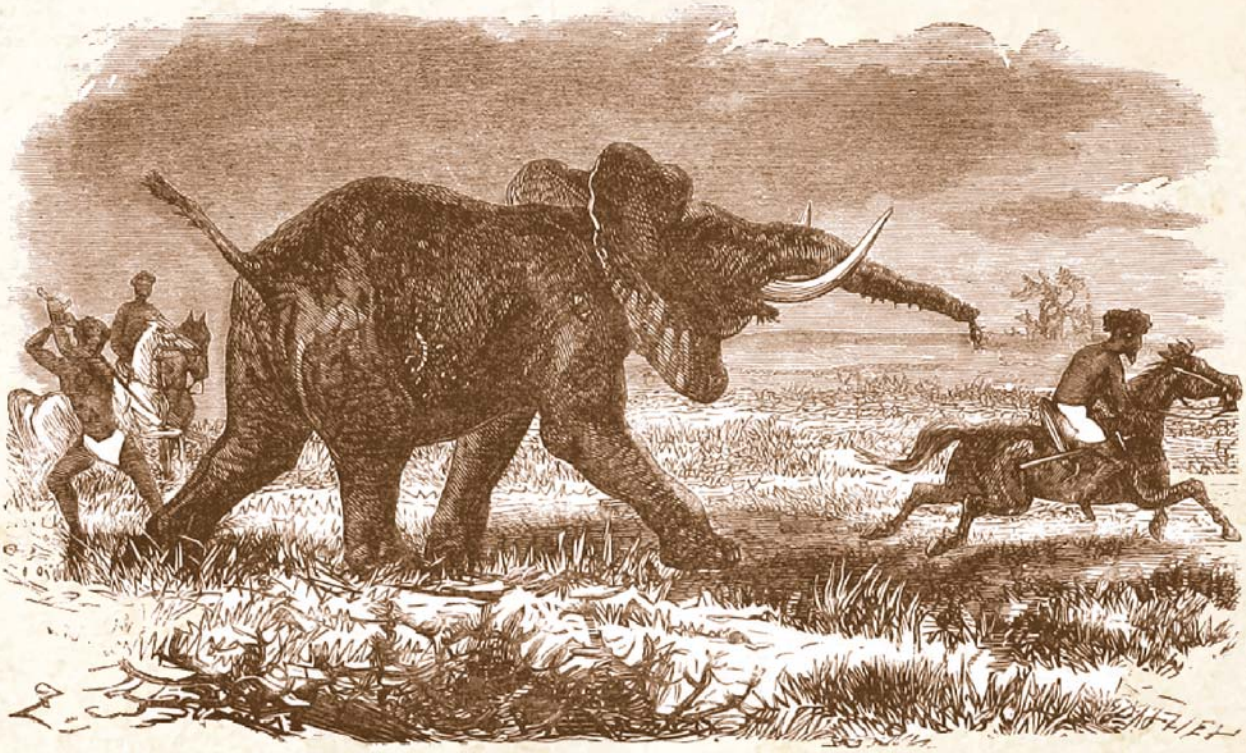
[2] *trampling causes 5d6p damage; armor DR does not apply*

Horses

Horses are desirable purchases in that they permit much speedier overland movement particularly in open country or along roads.

Riding horses are typified by the hobby breed, a lightweight horse of about 13 to 14 hands (i.e., 52 to 56 inches). They are quick and agile beasts capable of traversing long distances. Like all horses, they exhibit a wide array of coat colors and distinctive markings. Horses must be trained to accept a saddle and rider by a trainer (e.g., an individual with the Animal Training: Equine skill possessing at least average mastery).

CORRECTION: The Player's Handbook mistakenly listed the price of elephants. They are **2000** sp for labor varieties and **5000** sp for war elephants.



Horses may only be ridden by elf, grel, half-elf, half-hobgoblin, half-orc or human characters with the Riding: Equine skill although a halfling may accompany such a rider.

Warhorses: Horses employed as weapons platforms are bred for temperament first and thereafter for size and strength. To the untrained eye, little visually differentiates a light riding horse from a light warhorse.

Warhorses need to check tenacity whenever injured in combat [ordinary beasts of burden (except donkeys) automatically bolt requiring a [very difficult] Riding skill check to restrain them]. The momentum Coursers and Destriers provide to the rider when moving at a trot or faster affords them an extra die or two of damage respectively when successfully striking an opponent.

Warhorses do not attack independently of their rider. Rearing or kicking jeopardizes the ability of the rider to remain in the saddle and interferes with his ability to fight.

Ponies

Compared to horses, ponies have thicker manes, tails and overall coat, as well as proportionally shorter legs, wider barrels, heavier bone, thicker necks, and shorter heads with broader foreheads. They originated in the highlands of Tellene, where food and water were scarce, thus their shorter and stockier stature. They are used to cold and harsh environs, and are sturdy hardworking animals. Ponies are easy to keep and require far less food than horses, as well as having the advantage of being able to pull up to 450% of their body weight. Their temperaments are typically calmer than horses. Dwarves, gnomes, gnome titans and halflings with the Riding: Equine skill may use ponies as mounts.

At the end of this section, you will find additional rules for training horses, as well as a section on Mounted Combat.

Llamas

Originally from the Alpine Highlands of the Ka'Asa range, the Llama is an ungulate that is well adapted to high-altitude environments. A Llama is similar in size to a pony, being about 45" tall. They have a unique leg structure that causes them to walk with a rolling gait. They are athletic, dexterous and strong. They possess speed, quickness and impressive jumping ability.

A Llamas thick, dry double coat allows them to withstand the cold temperatures that are generally found at high altitudes. They are excellent climbers due to their soft, padded hooves and can carry heavy loads even when they are not on trails, or are climbing steep and rocky roads. in mountainous terrain, with the added bonus that they only consume around 5-10% of the amount of food a horse does.

Combat: Llamas have a tenacity of Nervous and their first instinct is to flee danger. They will kick out if forced to fight, and such attacks do d4-2 damage.

Mules

Mules are the hybrid product of a male donkey and a female horse (usually a Quarter Horse or Thoroughbred). Male mules are called "johns" and female mules are called "mollies" or "mare mules." Mollies generally have a gentler disposition than johns.

Interestingly, most mules are smarter than either the average horse or donkey. Academics call this "hybrid vigor." Agility and stamina are also common to mules, which make them excellent pack animals. Unlike horses, which carry about 65 percent of their weight on their front legs, mules carry 55 percent on their front legs. This trait makes them very well balanced and surefooted in rugged terrain.

A mule doesn't sound exactly like a donkey or a horse. Instead, a mule makes a sound that sounds a bit like a donkey's bray, but also has the whinnying characteristics of a horse (often starts with a whinny, ends in a hee-haw).

Mules are sturdy beasts of burden. The particular breed presented here, the mining mule, has been trained in collier work and is thus temperamentally suited to enter dark caves and caverns (horses will refuse to do so). It as around 45-50" tall (under 13 hands). These animals are less likely to panic than standard horses when faced with danger (gaining a +2 bonus on Tenacity checks).

These admirable qualities are balanced by the creature's self-preserving temperament. All skill checks made with respect to mules are one difficulty category greater. This is not because Mules are stubborn without reason. Actually, mules are intelligent and possess a strong sense of self-preservation. A packer can't make a mule do something if the mule perceives it will get hurt, no matter how much persuasion is used. Many people confuse this trait with stubbornness. Young mules are naturally and easily startled but if treated with great patience and kindness can easily be broken in. All harsh treatment of any kind must be avoided or it could prove detrimental to successful training.

Though typically not employed as mounts, dwarves may often resort to this usage as their weight is frequently overly burdensome for a pony. Mule riders must possess average or better mastery in the Riding: Equine skill.

Oxen

Oxen are specifically trained as draft animals. They are usually castrated adult cattle, making them easy to control. They can be used for various uses in farming, as well as transportation. There is no better animal for hauling a cart or wagon than an Ox. Generally speaking, Oxen are yoked in pairs, and multiple pairs can be employed to gain more carrying capacity. Generally Oxen respond only to a trained ox-driver. Therefore, it takes an average Animal Training check to successfully operate an oxen-team and give them orders. Oxen have the added benefit of being living, walking sources of beef. If the party's situation becomes dire, and they have Oxen on hand, they have a ready source of sustenance. Oxen can pull much heavier loads for longer periods of time than horses, primarily due to the ability to yoke them, and therefore they are ideal for heavy work. They are much slower moving however, so the party that hitches its wagon to an Ox will have to be prepared to move forward at a plodding pace.

Mounted Combat:

Riding horses, ponies, donkeys and mules possess neither the temperament nor training to serve as war steeds. Thus while outfitting these animals with barding and charging down opponents with a lance is beyond the capability of these mounts, the possibility of engaging in mounted combat is nonetheless real.

These mounts are flighty animals and their natural reaction to danger is to flee. As such, whenever they encounter a hostile creature they will attempt to run in the opposite direction – regardless of the wishes of their rider. An average Riding skill check is required to rein in the mount.

Intelligent opponents will usually target the rider with their attacks as he is the greater threat. Predatory animals or unintelligent monsters are, however, equally likely to attack the mount or the rider. A mount struck for damage will make a determined effort to flee – necessitating a Riding check (Very Difficult) to prevent this. The rider must attempt the check every time the animal is wounded.

Barding:

A warhorse, or any animal trained for combat, is a considerable investment for the average fighter. Therefore, it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best nonmagical protection is horse armor or barding. Barding is simply some type of armor fitted to be worn by a mount. It works the same way as the corresponding personal armor described later in this chapter in terms of DR.

Full barding covers the head, neck, chest, and body of the beast, while half barding covers the head, neck, chest, and front quarters. Half barding provides the same DR protection as full barding but only to front and front flank attacks. Barding can be made from many different materials; stouter types provide increasing protection according to the armor of the construction. All of this, however, is at the expense of increased weight and lowered maneuverability of the mount. Plate barding, for example, is the equivalent of a fighter's field plate and is made of carefully interlocked plates and joints. It provides a DR of 7 to the mount. It weighs in at 90 pounds.

Barded animals also require special attention. Care must be taken to prevent chafing and sores. The mount cannot wear the armor indefinitely. It must be removed at night and ideally should not be worn except in preparation for a battle or tournament. Removing a horse's barding requires 15 minutes for leather and 30 minutes for metal armors. Fitting it takes twice as long.

The weight of barding is carefully distributed to account for the weight of the armor and the rider, so barded animals cannot be used as pack animals! It is normal practice to have a second mount for carrying gear and supplies. Note that most mounts have a natural DR that is cumulative with that of the barding.

Table 5.6: Barding	Cost	Damage Reduction	Defense Adjustment	Movement Rate Reduction	Caveats	Weight (pounds)
Half Padded	20 sp	2	0	weight dependant	Only provides DR bonus in 180° arc to front	25
Leather or Padded	40 sp	2	0	weight dependant	none	40
Half Scale	150 sp	5	-1	weight dependant	Only provides DR bonus in 180° arc to front	50
Full Scale	225 sp	5	-2	weight dependant	none	105
Chain	350 sp	5	0	weight dependant	none	60
Full Plate	900 sp	7	-1	weight dependant	none	90

Table 5.7: Encumbrance Effects on Horses				
Speeds for encumbered horses	**Gallop speed**	**Canter speed**	**Trot speed**	**Walk speed**
None	40	35	25	20
Light	40	35	25	20
Medium	35	30	25	20
Heavy	no	25	20	20
Speeds for encumbered Destriers				
None	35	30	25	20
Light	35	30	25	20
Medium	30	25	25	20
Heavy	no	20	20	20

Saddles: There are two basic saddles—riding and pack. Riding saddles take many forms, but their basic purpose is to carry a person. Pack saddles are special frames designed to carry supplies and equipment. The only practical limit to how much a well-stowed pack saddle can carry is the carrying ability of the animal.

TRAINING HORSES

While most horses are only trained for riding, they can be taught additional tricks, behaviors and work routines here collectively termed skills. This must be performed by a character with the Animal Training: Equine skill. Some pack animals may also be taught these skills, and this is noted after each skill.

Prior to any training, a horse (or other animal that a PC wishes to ride) must be broken, a feat that only those with the Horse Breaking Proficiency (see New Proficiencies, Talents and Skills section) may accomplish.

Once this prerequisite is fulfilled, the horse can then be transferred to a trainer in order to be taught those skills its owner desires.

A trainer's mastery level will dictate which skills he is able to attempt to teach a horse. If he meets the requirement, he must then devote the prescribed time listed under each skill to teach the skill to the horse. At the completion of training, he rolls a skill check. If this skill check is successful, the horse has learned the skill. Note that unlike characters, horses have no mastery levels.

Many horses that a PC will wish to purchase in the course of their campaign have already been taught these skills. Horses without key skills like Saddle Training should command a much lower sale price than those listed in the equipment lists.

The following is a list of skills that may be taught to horses (and other riding animals, as noted):

Jumping: A horse trained to jump goes against its instincts and jumps over obstacles not knowing what's on the other side. Its rider can also convince it to attempt particularly challenging jumps. Without such training a horse may halt or stall when directed toward a wall or fence and throw its rider.

Jumping cannot be attempted at medium or heavy encumberence.

Training Requirements: Average mastery of the Animal Training (Equine) skill; 1+1d3 week's time; an Easy difficulty skill check

Benefits: It is a must for a Warhorse, and any good Warhorse should be trained to jump before it is purchased.

Saddle Training (can also be taught to Camels, Donkeys, Elephants, Mules and Oxen): A saddle-trained horse is comfortable with a rider and taught to respond to commands allowing it to be used as a mount.

Training Requirements: Average Mastery of the Animal Training (Equine) skill. 1+1d4 weeks time; an average difficulty check

Benefits: Only saddle-trained horses may be employed as mounts.

Steady Nerves (can also be taught to Elephants): A horse with 'steady nerves' has been specially trained and conditioned not to follow its instincts and bolt or run when confronted by loud noises, sudden movement and other such factors. This is the primary skill that must be taught to any Warhorse. Such horses are trained to rely upon humans to determine when fear or flight is an appropriate response.

Training Requirements: Novice mastery of the Animal Training (Equine) skill; 2+2d4 week's time; an Average difficulty skill check

Benefits: Horses with this skill do not need to make Tenacity checks in combat unless injured.

Swimming (Can also be taught to Elephants, Donkeys and Mules): All horses are natural swimmers, but having the Swimming skill indicates the animal has been trained to swim while saddled and carrying a rider or load. Otherwise, a horse is likely to balk and not enter the water. Having the Swimming skill always allows the rider to 'persuade' the horse to swim in the direction he wants.

Training Requirements: Average mastery of the Animal Training (Equine) skill; 1+1d3 week's time; an Easy difficulty skill check

Benefits: A character mounted on a horse with this skill may cross a river without knowing how to swim, although the horse must make an average swimming check at 45 mastery.

WATER TRANSIT

Via River

Travelling on water observes some of the same conventions as overland travel, but is decidedly less predictable and more risky. Even on a small river a patch of rapids can loom unexpectedly, or the depth become too shallow to continue.

However, as it is unlikely you have mapped out your river systems to the degree necessary to gauge when and if portage is required, what follows are some guidelines for handling river voyages.

As boating is a universal skill, it is assumed that everyone can paddle a canoe. Drowning may be a risk for non-proficient swimmers. If you wish to take this into consideration, you can have the canoers make a daily easy boating skill check. Failure indicates they have an accident and are dumped into the stream.

Only those with average or better mastery are permitted to load and transport merchandise in a canoe. Those without the requisite skill are limited to their man-portable gear. The experienced canoer must ride and navigate the vessel in which goods are being transported. He cannot use his skill to load other's boats – doing so will ensure they have an accident (see above).

While anyone can employ a canoe, those with higher mastery will be far better at covering distance. Table 5.8 details the expected rates of transit for upsteam, downstream and currentless boating.

Table 5.8: Nautical Transit Rates (miles/day)

condition	Boating mastery			
	Novice	Average	Advanced	Expert
upstream	10	12½	15	15
no current	15	20	25	25
downstream	20	25	30	35
reduce stated rates by 50% if employing a collapsable boat				

You are certainly aware that 10 miles on river does not equate to 10 miles travelled in a straight line. Mathematically, the 'bendiness' of a river is termed its *sinuosity*. A reasonable value for this is 1.5 – meaning that for every 1.5 miles travelled on the river, 1 mile of progress is made toward the ultimate destination. This derating factor is far easier to use at the table than trying to measure the twists and turns of a little blue line on your map.

The Boats

There are two types of canoes available in the *Player's Handbook*. Pertinent details are summarized in Table 5.9. Capacity is that of all items loaded into the boat (thus including the passengers' body weights).

Table 5.9: Boat Information

watercraft	weight	# passengers	capacity (lbs)
Canoe, war	150	3-4	1000
Canoe, small	50	1-2	450
Collapsable boat	35	1-2	300

Bear in mind that canoes are large bulky items. Attempting to travel overland whilst schlepping one of these will have as great a negative impact on marching rate as being heavily encumbered.

Ocean Travel

This section will not cover mechanics of how to man, sail and have piratical adventures at the helm a bluewater rigged vessel. That's a topic for an entire book.

If your players wish to take an ocean bound voyage, they are going to have to seek passage on a ship. Nautical transit is an expeditious means of getting from point A to point B as most ships can average 50 miles a day. They also need not contend with restricted or impeded terrain.

For all these advantages, not all is rosy on the high seas. Piracy is an endemic problem. The Kingdoms of Kalamar has many notorious pirate havens including the 'free' city of Aasaer.

These villains are not the only danger that can appear over the horizon or from a cloudbank. Naval warfare is rife in the placid central bay. Enemy frigates would rather practice commerce raiding than risk a confrontation with a capable peer. Woe to the humble merchantman not flying the proper flag!

Cabin Fever

Landlubbers confined to a sailing ship for long periods of a time without a break (i.e. time on land to run around and stretch) are susceptible to the effects of cabin fever. After two weeks at sea, every character must make an opposed Wisdom check (d20+7 vs. d20+Wisdom) with failure indicating that the character has succumbed to cabin fever. For each additional week at sea, another check is required, with a cumulative +2 to the mental illness' communicability.

Once a character has succumbed to cabin fever, recuperating on land for a full day for each week he was at sea is the only cure.

A character that has cabin fever temporarily manifests the Ornery quirk (or doubles its effect if they are already so disposed).

Between Adventures

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EXPERIENCE AND ADVANCEMENT

All of your players will come to the table partially armed with knowledge of how advancement to the next level works (gleaned from the Player's Handbook, of course). You can be sure when they get their hands on the appropriate amount of experience points they will be hell bent on making use of that knowledge as soon as possible.

This is to be expected and indicative of players enjoying the game you're running. Well done!

Formal vs. Self-Training

The advancement process from levels 2 through 5 is conducted via self-training. Simply put, characters at these marginal levels of expertise do not require the assistance of a professional in order to master the new abilities they gain when advancing. At this point they are still refining their learnings from the years spent in early training to attain zero and/or first level. Additionally, they have so much to learn on their path to excellence that the first few low-hanging fruits are easily grasped.

Limitations of Self-Training: This ad-hoc trial and error learning process does have some constraints. Weapon specialization is limited to +2 (further expertise requires a skilled instructor) and skill mastery progression beyond advanced is only possible by expending double the number of building points. Additionally, acquisition of **new** skills requires that the character actively role-play practicing the skill during play. He simply cannot expend the BPs during advancement and acquire the skill.

Accordingly, no 2nd through 5th level PC should gain +3 weapon specialization (it can be purchased at first level, however) and very high levels of skill mastery (76+) are certainly deserving of an audit on your part to ensure that double BPs were actually expended to achieve this remarkable mastery sans any formal instruction. Although these rules are clearly presented in the Player's Handbook, we GMs know that players are remarkably forgetful about rules that constrain their characters!

Upon accumulating sufficient experience points to advance to 6th level, the character has the choice of several venues at which he can receive advanced guidance permitting him to attain higher levels. Of course, this instruction is not free. Base costs increase by the level of training sought as increasing demands are placed upon the master's time and resources to provide progressively more exacting instruction. See Table 6.1 for details.

Alternatively, a character may continue to self-train when advancing in level. Though deceptively attractive due to the greatly reduced cost, reliance on self-training throws a number of barriers in the way of PCs.

- Training time increases to 3 weeks
- Weapon Specialization capped at +2
- Skill Mastery capped at 75 (though this restriction may be bypassed by double BP expenditure)
- Cannot learn new skills (unless witnessed and practiced)

Table 6.1: Formal Training Costs	
Level Training for	Cost
6	100 sp
7	200 sp
8	300 sp
9	400 sp
10	500 sp
11	650 sp
12	800 sp
13	950 sp
14	1100 sp
15	1250 sp
16	1450 sp
17	1650 sp
18	1850 sp
19	2050 sp
20	2250 sp

Mage Spell Aquisition

Mages gain a new spell every time they advance, either directly from a master or through self-discovery in a library and laboratory. Mages without access to a medium to large library whilst self-training (requiring at least a town or some other place with hundreds of tomes) can only acquire a new spell from another mage or a found spellbook or a scroll. This new spell, however, will be gained without a cognition check.

This extended self-training option is included to allow for player character advancement in situations where attending formal training venues is unfeasible due to the circumstances of the expedition they are currently undertaking. For example, if you've set them off on an adventure to explore a remote wilderness, recover a lost relic on an uninhabited island or delve into the NetherDeep, it is almost certain that there will be no opportunity for them to attend formal training without having to travel umpteen leagues back to civilization. Rather than denying PCs the opportunity to advance in level should in-game time permit, they can opt to self-train.

Self-training should not be the go-to method of advancement for characters with the option of receiving formal training. However, if you have a min-maxer at your table who's decided that the aforementioned restrictions imposed by this method of advancement don't overweight the benefit of a few more coins in his pocket, here are a few more items to consider.

Clerics do not have a specified contribution (as a percentage of their wealth) that they are statutorily obliged to donate to their order. In the strictest sense, their training is provided pro bono as it furthers the interests of the religion. However, the training costs reflect a usual and customary donation from a devotee of their rank. As such, even should a cleric self-train, he is still committed to a donation equivalent to the formal training cost when he returns to civilization. Purposefully avoiding these fees subjects the priest to censure that could involve failure to grant him spells possibly escalating to excommunication for intransigent worshipers.

Once a thief, rogue or assassin joins a guild, he has essentially sworn fealty to the Guildmaster. From this point forward, the boss expects his cut. While opting to engage in extraneous pursuits such as looting old tombs in faraway places is permissible, it is not encouraged. A member's preferred role, particularly one with some experience under his belt, is that of a caporegime running his own crew and generating income for the bosses. Formally training at the guild not only allows access to instructors with appropriate skill sets but also shows respect to the bosses by contributing a long overdue taste to their coffers. Opting to self-train purely to save money is a major *faux pas* likely to embitter the PC's superiors and could readily escalate to murder for hire.

In short, PCs are already fringe elements in their respective church, guild or knightly order by virtue of their freelance activities (to wit, dungeon delving and mercenary work) and unlikely to progress to meaningful roles within these organizations until such time as they settle down. Formal training allows them to periodically renew contacts and at least maintain a presence within the institution. Failure to maintain even this level of integration by routinely self-training virtually ensures that there will never be a role for them.

Advantages of Formal Training

Formal training offers numerous advantages. Some of these are specifically spelled out in the Players Handbook while others have not been revealed to players or are accrued by rolling on the training events tables.

Published Boons accruing from formal training include:

- **One mulligan of a skill mastery roll**

The mulligan can apply to any skill mastery roll paid for during training and need not be made immediately. That is, a character may pick the most vital roll after determining all of the results if purchasing multiple skills or receiving a plurality of skills by virtue of his class.

- **Weapon specialization of +3 and greater may be purchased**

The opportunity to purchase +3 or higher specialization is premised on there being an instructor possessed of sufficient skill to teach this high level of weapon mastery. It is not a given that every formal training venue has access to virtuoso combat instructors. Those focusing on martial skills (e.g. kobars) are far more likely to have such master teachers than academic institutions.

- **Skill mastery may progress beyond 75 without double BP expenditure**

The opportunity to purchase skills is premised on there being an instructor possessed of the relevant skill. It is not a given that every formal training venue has access to such instructors though guilds and monastic and chivalric orders will always have instructors available to mentor students in core competencies.

The specific chances of any given skill, proficiency or weapon proficiency being available for instruction at a given venue are detailed under the discussion of Formal Training Venues.

- **Opportunity to make contacts**

Although a chart is provided to facilitate rapid determination of contacts made, this is a poor substitute for your own creativity. You are highly encouraged to supersede this random roll and take advantage of the opportunity to introduce NPCs you wish to incorporate into your campaign.

For example, said contact may be a mage or cleric whose magical services the player characters have needed or will need. Alternatively, the contact could be an individual predisposed to becoming the PC's henchman. He might be a peer level character that could join the PCs in their delving by filling a role left vacant by the players. For GMs with a long planning horizon, this contact may play a role in a future adventure.

d10	Contact Made
1	Master of Venue becomes approachable acquaintance
2-3	Secondary instructor becomes approachable acquaintance
4-10	Fellow pupil NPC becomes approachable acquaintance

- Roll on Table 6.2: Training Events
- +1 Honor; +1 Fame

NOTE:
As an approachable acquaintance, the PC has gained the NPC's trust. He may seek assistance from the NPC and if the terms offered are fair and reasonable, he can generally be assured of prompt help. This contact will not perform uncompensated favors for the PC but, more importantly, neither will he seek to cheat or otherwise take advantage of the PC even should the opportunity present itself.

Additional Benefits Accruing from Formal Training

Arcane spellcasters (e.g. mages, fighter/mages & mage/thieves) that receive a new spell during advancement may roll twice on the appropriate table and choose which one they wish to acquire. *This benefit is not available when undergoing training in a Kobar.*

Kobars:

As mentioned in the PHB, Kobars are training schools set up by experienced mercenaries for the express purpose of mentoring less capable mercenaries. Often, the principals were themselves a band of soldiers of fortune who stumbled into the role as a means of employing their unique skills without the hazard of confronting terrible monsters.

Kobars tend to be located along the fringes of civilization where peril and the lure of bounteous wealth are a siren's call to individuals willing to risk life and limb.

The purveyors of such training know their area well, often having personally explored the region. That law and order tends to be weak is another draw for local authorities have far more urgent matters to attend to than driving off rogue encampments posing no immediate threat. In fact, hard-pressed governors may often contract out kobar personnel to augment their meager forces.

Kobars tend to resemble a shoddy training camp rather than a fortified position. A kobar is often a temporary enterprise that the principals abandon when better prospects become available. Oftentimes the proprietors will simply purchase a destitute farm (or occupy an abandoned one) and make rudimentary improvements to facilitate their business. A quarter acre of tamped down earth upon which to train hand-to-hand combat, a simple firing range, and a relatively waterproof building are really all that's needed. A barn, some open terrain for horsemanship and perhaps an obstacle course are bonus. Students and lesser trainers can expect to sleep in tents.

Frequency: Despite the often-transient nature of kobars, they are nonetheless relatively uncommon. It would be ludicrous to assume that a collection of mid-level adventurers sufficient to staff a kobar is located every 3-5 days of travel. Rather than provide a suggested travel time to the nearest kobar, we suggest taking a different approach vis-à-vis placement.

When your player characters have achieved 5th level, it is time for you to start thinking about kobars and how your players will advance to 6th level. If your next

Table 6.2: Training Events (d100)	
01-03	Character picks up a cool nickname assigned to him by the venue's master or one of its primary instructors. In game terms, you should assign a nickname (possibly by seeking input from the relevant player). This is intended as a roleplaying benefit thus the nickname should not be pejorative. You may wish to have any NPCs that accompany the party adopt the character's nickname to speed acceptance.
04-06	The stress of training induces some meaningful introspection that guides the player towards unlocking a hidden talent. He gains d3 building points that he may immediately apply towards purchasing a Talent. The bonus BPs must be allocated immediately or they are forfeit.
07-09	One of the character's quirks or flaws proves to be an impediment that he must deliberately focus on overcoming in order to successfully complete training. As a result of temporarily surmounting his handicap, he gains d3 building points which may be immediately applied towards 'buying back' a quirk or flaw. Should the PC forgo remedying a quirk or flaw during advancement, the points are lost.
10-12	The character wins a significant wager placed with either a peer or instructor. His take consists of 5-10% of his training costs (e.g. d6+4 percent).
13-15	The venue has a spare +1 weapon (player's choice) that they are willing to sell for 5x the base weapon cost listed in the PHB. This opportunity must be seized immediately.
16-18	An instructor has a peculiar fixation on a particular weapon and offers to spend off-hours mentoring interested students in its proper use. Ideally you should select a weapon the PC would not choose of his own accord in order to goad him into considering other options he might use in battle. Should you not wish to put much thought into it, you can roll randomly from available weapon proficiencies. This proficiency comes with no BP cost.
19-21	Adventure Hook/Rumor: Character learns of a rumor through interaction with fellow students or instructors. This is an opportunity for you as GM to reveal the hook leading to the next adventure you have planned for your players. Ideally, the PC in question should receive more specific information that you planned to generally reveal in order to make this truly a benefit rather than something you planned to feed them anyway. Exactly how to implement this is left to you but you may wish to provide a clue valuable to overcoming an initial obstacle or some piece of information that would otherwise take the players some time to discover.
22-24	Character has the opportunity to get a cool and unique tattoo if he chooses. You may opt to personalize it to the venue (tattoo gained by graduating "Kobar Klandring") and have it be meaningful from a role-playing perspective. For example, a skinny mage with a tat from a gladiatorial kobar may garner some respect from NPC toughs. Alternatively, it can be used to prove affiliation with a guild or order.
25-27	Character has a whirlwind romantic tryst with someone affiliated with the venue. This can provide bragging rights to a cad or at least an interesting story. Details are left to you as GM to develop but do not neglect the opportunity for pregnancy and a possible unknown child.
28-30	Character impresses a subordinate instructor's aide with his tales of high adventure. Said individual is dissatisfied with current role and amenable to becoming a henchman of the PC. If the player has interest in acquiring a henchman, this chance meeting affords him that opportunity sans the usual complications.
31-33	PC demonstrates exceptional qualities during training of sufficient note for the venue's master to relate to other influential associates, friends and acquaintances. Circulation of the tales affords the PC +1 point of fame.
34-36	A person at the training venue, be it a master, instructor, fellow student or member of the support staff has recently returned from the PC's place of origin. Upon chance discovery of the character's home, they provide a status update as to news from home. As GM, you can tailor this to lay seeds for future adventures or to satisfy the curiosity of a homesick PC. Players that have not bothered to develop their back story will, of course, receive nothing.
37-39	PC performs some action during training for which the master or one of his lieutenants owes a minor debt of gratitude. The exact details are left for you to develop. The PC may thereafter call in a favor from this individual. The extent of this aid should be strictly limited to such things as casting a restorative or information spell, putting a good word in to some local person of rank or influence or providing a useful piece of information.
40-42	The challenges of training are sufficiently rigorous such that he is able to substitute a d20p for a d4p when improving his abilities. Thus he may raise two abilities by d20p (rolling d12p, d10p, d8p & d6p for the remaining five).

Table 6.2: Training Events (continued)

43-45	While conducting late night research, the arcane spellcaster (or rogue) fortuitously stumbles upon a readily comprehensible formula for a lower level spell. With his mentor's expert assistance, he may immediately add this to his repertoire[1] sans the need for a spell cognition check. ***Spell Gained (level)*** **Level** **Mage** **Multi-class or Rogue** 6-10 d3 a-1 (roll d3) 11-15 d6 d3 16-20 d12 d6 *Re-roll result if the student is not an arcane spellcaster.* *[1]Obviously the individual must have a vacancy for the spell (i.e. an arcane spellcaster has not reached his Intelligence-driven cap of maximum spells known/level or a rogue does not already possess the sole spell he is capable of learning at that level). The spell should be randomly determined though the GM may, at his discretion, choose a specific spell if he feels that its inclusion in the campaign would enhance gameplay.*
46-48	Mentor takes pity on the PC after the latter relates a (possibly exaggerated) tale of near T.P.K. incident that is eerily familiar. Assuages feelings by offering student a magical potion (one which the master places little value in). Roll on the level 1 potions chart (p. 209) to determine specific item bequeathed.
49-51	Primary fighting instructor is appalled at the condition of the student's body armor. Considers it a personal affront to his reputation to send PC out into the wild looking as he does. Arranges for armor to be completely overhauled during interval of training. Game effect is that armor is restored to like new condition.
52-54	Student exhibits remarkable grace under pressure refusing to succumb to barbed taunts, displays exemplary adherence to his professed alignment and responds unerring in parallel with mentor's vision of class role during thought exercises. Character gains d3 Honor.
55-57	Institution leverages relationships with local fabricators permitting students to purchase arms, armor and equipment (exclusively for personal use) at a very favorable discount (33% off list).
58-60	Institution is overstocked on equipment acquired as in-kind payment from pauper students and unable to dispose of said on the local economy. In an effort to dispose of some of this inventory (and to engender good will and possible repeat business), student may apply 20% of his training cost towards surplus but functional arms, armor or equipment.
61-63	PC makes significant error in judgment leading to a humiliating but ultimately inconsequential failure at some critical aspect of training. Having learned from this mistake, the character gains a one-time "mulligan" that he may use at any point in the future.
64-66[2]	A field training exercise turns deadly when an unexpected encounter with a fierce wandering predator occurs. PC gains (50 x new level) experience points but suffers a wound equivalent to 3d12p percent of his full hit points. The pace of subsequent training does not permit time to recuperate from this injury.
67-69	Upon graduation, PC is offered the complimentary services of one of the institution's support staff for d3 months. Ideally, this individual should be chosen to fill a glaring void or provide some other function of immediate and tangible benefit to the players. Obvious choices would be a linkboy or Sherpa but a muleskinner, handyman or driver could be better options depending on your campaign. The choice is up to you. The servant will offer true and faithful service to the best of his abilities but his ultimate loyalty is to the institution to which he belongs. Upon returning, he will undergo a debriefing session permitting his masters to gain a fair bit of knowledge as to the group's personalities, tactics, goals and ambitions. From a role-playing perspective, this "trial period" may open players to the possibilities of hiring their own NPCs – particularly those that have never done so before. Abusive treament of such a servant will bring the ire of his institution.
70-72	Instructors and/or masters are ruthless taskmasters competent in their roles but possessed of little empathy. Without realizing it, they routinely push their students beyond their mental limits. Though the experience is ultimately successful at its intended purpose (to wit, providing instruction permitting the attainment of the next level of experience), graduates are traumatized and acquire a quirk. The PC should roll on the Random Determination of Quirks & Flaws table in the PHB (ignoring any result of 701+). Full listed BPs should be awarded upon receiving this quirk regardless of pre-existing conditions that might otherwise reduce the yield.

[2]The intent is for the character to return from training with an interesting story and a wound to prove his veracity. If a statistically improbable roll would result in the character dying, then re-roll the results, as this is grossly unfair and expressly contrary to the intent of this entry.

Table 6.2: Training Events (continued)	
73-75	A senior member of the host institution takes a shine to the student perhaps due to some shared interest, a resemblance to a lost child or simply by virtue of the PC's winning personality. The night before graduation they have a lengthy conversation ending with the mentor passing along a treasure map. He explains that he's held on to this for decades but for reasons of age, responsibilities or distance cannot foresee ever following up on it. He wishes the PC to have it binding him under oath to complete the mission. He asks no finder's fee, only a retelling of the tale of exploration to sate his curiosity. As GM, this is an adventure opportunity open to your development. If your players have become homebodies reluctant to travel, this can be a goad to lure them into exploring other far distant regions. The map may ultimately prove false if you so desire.
76-78	Through exposure to individuals of wildly dissimilar backgrounds, the PC discovers he has a knack for a skill he never before contemplated. Randomly determine a skill (or subskill in the case of languages, musical instrument, etc) that neither the PC, nor any of his companions has yet purchased. The PC receives his initial purchase of the skill for free at the completion of training.
79-80	During training the PC is compelled to assist staffers in the evenings prepare for the next day's lessons. Working as their de facto aides, they inadvertently received instruction in a proficiency from being corrected time again for 'doing it wrong'. The PC receives d3 BP that he may immediately apply towards gaining the proficiency during this training interval. Should he opt not to gain the proficiency here and now, the BP are lost. Roll a d10 to determine which proficiency he received exposure to: 1-2) Etiquette/Manners (culture where institution located) 3-4) Hiking/Roadmarching 5-6) Maintenance/Upkeep 7-8) Phalanx Fighting 9-10) Laborer You should re-roll should the PC already possess a given proficiency. Reroll this result if the PC already has all of these proficiencies.
81-84	During training the PC displayed qualities marking him as a future candidate for leadership within his organization (if appropriate). Upon graduation, he is given a symbolic promotion and tasked with added responsibilities appropriate to his freelance status. Examples may include missionary or ambassador at large. It is up to you the GM to create the job objectives the player is expected to achieve. Should he succeed, he can parley this into future ascension within his order. In essence, he gains the opportunity to fill a working role in his organization and pad his resume should he desire at some future point in time to become more intimately involved in politics and hierarchy.
85-87	During battle training, character is really put through the paces. The instructor sought to "toughen the sissy up" through strenuous exercise and vigorous combat practice. The PC receives +1 to his Hit Point roll. If the net result does not meet the minimum or exceeds the maximum, the PC instead receives +10% to his constitution fractional score.
88-90	Character's instructor takes an extra interest in the PC as an individual, seeking perfection as a person, rather than on his profession. The PC receives consequently extra insights into one of his raw abilities. Roll a d3: 1) Character gains an extra d12p on one of his fractional ability rolls (determine randomly) 2) Character may mulligan any fractional ability roll (player choice) 3) Character may roll any fractional ability roll twice, taking the higher score. The roll must be chosen and announced by the player ahead of time and completed together (i.e., roll both dice at once)
91-94	Nothing
95-97	Roll twice and choose
98-99	Roll thrice and choose
00	Roll twice and receive both boons (ignore this result if occurs a second time)

adventure or two is set far away from a large town, you should place a kobar within a couple day's travel of the nearest little hamlet. This then becomes Kobar #1. Until the campaign action moves a significant distance from this locale such that travel to the kobar is excessive (say, more than two weeks), this is the sole kobar available for training. Once the action moves to a new geographical location, establish Kobar #2 near a small village in the new environ. Repeat as necessary.

University Training:

If the action in your campaign occurs within a reasonable distance of a large town, Universities will be the most readily accessible venue at which PCs can train. These are permanent institutions supported by the civil authority. Though kobars may exist in such areas, their dodgy reputation coupled with harassment from the seat of government tends to make them rarities.

While an impressive campus replete with two or more august buildings may be encountered in or near a metropolis, those found in smaller cities are far less pretentious. Often they may consist of a single nondescript building. Belying their typically modest appearance, the university's strength lies in its wealth of contacts. These institutions employ veteran explorers as adjunct trainers who are available as needed to fill the needs of specialty students. It may, however, be the case that these sellswords step foot but once within the actual building and the bulk of their training is actually conducted off site.

University students should expect to provide their own room and board.

If utilizing the *Kingdoms of Kalamar* setting, Table 6.3 lists towns and cities that feature university training.

Guild Training:

Thieves, Rogues and Assassins may seek training at a guild dedicated to their criminal specialty. Should multiple guilds exist within a particular municipality, they are not restricted as to which one they may train with unless they have joined one of its competitors.

Members of these classes may choose to join a particular guild if they wish (and will certainly receive some pressure to do so during their training if non-aligned).

Joining a Guild: PCs have the option of actually joining a municipal guild if they choose. Doing so requires a 100 sp 'donation' and the successful completion of a mission detailed to them by their prospective superior (see PHB for details). Once accepted into the guild, PCs are subject to garnishments proscribed in the PHB and must train with their own guild in that particular municipality. One advantage of this is that the PC recieves a 15% discount. Additionally, care is taken to ensure that guild members receive the best possible training. This translates to an additional mulligan roll on any skills acquired or improved upon.

Guild membership is not without its costs. Members may be called upon to support activities at the whim of the guildmaster (e.g. GM) as he deems necessary.

Monastic Training:

Clerics (and Paladins) must attend monastic training at a monastery, cathedral or chapel sponsored by their religious institution and supervised by a character two levels higher. If such an institution is unavailable, they may self-train but must always make good the difference in training cost by a generous donation to the church when situations permit.

Chivalric Training:

Knights are obligated to return to their order to receive training and cannot employ the expediency of kobars or university training. In dire circumstances, they may elect to self-train.

Master Teacher:

Master Teachers are rarified individuals that seek out exceptional individuals to mentor. Most are reclusive, as they may prefer introspection or have some dark secret that demands anonymity on their behalf. Though they maintain a low profile, they do maintain contacts with select masters of kobars and universities acting much as a professional league scout keeping tabs on the minor leagues. Through these individuals they seek out the most promising candidates.

There are no hard and fast rules when to introduce a Meister into play. Doing so will involve substantial work on your behalf so don't be prematurely goaded by players wishing to acquire their own "Mister Miyagi" because they think it's cool. That interest though should spur you to consider doing so when you're ready.

A master teacher is a unique individual that you must detail before introducing him to the campaign. If you aren't inclined to do the preparatory work, do not introduce a Meister to your campaign, as the results will be disappointing. That said, a Meister could be a fantastic persona to utilize during play.

Meisters are exceptionally skilled NPCs who serve as one-on-one teachers. They are masters of a particular character class or field of study who are dedicated to advancing their agenda by guiding the progress of those select few characters they hand-pick to train. No character finds a master-teacher, a master-teacher finds him.

Individuals they select are deemed to have the potential to be future wielders of influence and power.

Table 6.3: Cities Offering University Training		
City	**Population**	**Location**
Anowhizh	22,200	Ozhvinmish
Ardarr-Norr	16,100	Skarrna
Aroroleta	24,100	Dodera
Ashoshani	88,900	Ozhvinmish
Baneta	16,000	Pekal
Bet Bireli	10,600	O'par
Bet Dodera	17,900	Dodera
Bet Kalamar	310,000	Kalamar
Bet Kasel	10,300	Ek'Kasel
Bet Regor	23,300	Paru'Bor
Bet Rogala	20,900	Pekal
Bet Seder	47,800	Tokis
Bet Urala	53,300	Basir
Betasa	13,970	Ek'Gakel
Burzumagh	27,548	Ul-Karg
Bynarr	19,800	Tharrgy
Cosolen	39,100	Cosdol
Crandolen	18,100	Cosdol
Dalen	98,100	Eldor
Daruk	11,200	O'par
Dayolen	13,900	Mendarn
Doulathanorian	18,000	Edosi Forest
Dowond-Brandel	86,100	Pel Brolenon
Inolen	23,900	Eldor
Kako-Gyr	19,900	Slen
Kalokapeta	13,300	Ek'Kasel
Karasta	25,000	Kalamar
Kazullagh	14,403	Ul-Karg
Korem	10,400	Korak
Lathlanian	12,100	Lendelwood
Miclenon	15,700	Elos Desert
Monam-Ahnozh	88,500	Meznamish
Narr-Rytarr	28,000	Rytarr Woods
Nenehi	25,700	Ozhvinmish
Nordolen	19,600	Eldor
Oloseta	26,200	Tarisato
Ospolen	45,700	Mendarn
P'Bapar	73,100	P'Bapar
Paketa	20,300	Paru'Bor
Prompeldia	15,800	Elos Desert
Rinukagh	12,200	Norga-Krangrel
Ronazagh	14,808	Ul-Karg
Rosaleta	14,800	Kalamar
Rynoshok	15,900	Shynabyth
Segeleta	10,227	Kalamar
Shyta-na-Dobyo	17,510	Brindonwood
Shyta-Thybaj	17,200	Thybaj
Sobeteta	56,300	Kalamar

Table 6.3: Cities Offering University Training (*continued*)		
City	**Population**	**Location**
Svomwhi	18,900	Zazahni
Svowmahni	123,100	Ozhvinmish
Thygasha	40,063	Khydoban Desert
U'Rudaketa	16,100	Tokis
Unvolen	10,400	Eldor
Vrendolen	58,400	Pel Brolenon
Wimish	20,600	Zazahni
Zenshahn	24,700	Zazahni
Zha-Nehzmish	130,200	Ahznomahn
Zoa	49,400	Fautee Peninsula
Zomo-wim	19,100	Ozhvinmish

The Meister wishes to mold them in his own image and to implant the virtues, morals and ethics he feels are vital to the presumed future post his mentee will command.

Once you've determined that a master teacher has noticed the potential of one of your PCs, he will seek the character out and devise some way of introducing himself without indicating his intent. He may claim he is an expert hireling looking for employment, that he is a friend of a friend, that he is looking for adventure or any of a hundred other explanations. You must do your best to make it appear the master teacher is anything but what he is.

The teacher's intent is to get close to the prospective student and closely scrutinize him for several days. At the end of that time, the master teacher will decide whether or not the character is worthy of his tutelage. There are several factors he will consider that will make or break the deal. The character must have Great Honor, he must be true to his professed alignment and he must display an interest in achieving a greater purpose other than the looting of tombs and accumulation of treasure.

If any of the conditions are not met, the master teacher will simply move on and the PC will never know who he was or the nature of his intent. If all of the conditions are met the master teacher will reveal his true identity and his purpose in seeking out the PC. He will offer to tutor the PC and if the PC agrees by swearing a god oath that all of his level training will be taken through this Meister (subject to the conditions laid forth in the *Player's Handbook*), the two will enter into a relationship that will bind them together for many months or perhaps even years.

The Meister is a ruthless taskmaster that will push his students to their mental and physical breaking points. This stems not from cruelty but from a sincere and emotionally detached belief that only in the cauldron can excellence be forged. The seemingly extreme tariff they require from their pupils (80% of all

Table 6.4: Availability of Training by Institution Type							
	Kobar	University	Monastic	Thieves' Guild	Assassin's Guild	Beggar's Guild	Chivalric
Acting	80	100	60	100	100	100	33
Administration	x	100	100	80	60	80	100
Agriculture	33	100	80	33	33	33	33
Animal Empathy	60	60	60	60	60	60	80
Animal Herding	33	33	33	33	33	33	33
Animal Husbandry	33	80	60	33	33	33	33
Animal Mimicry	100	80	60	100	100	100	33
Animal Training	100	80	60	80	80	80	100
Appraisal	60	100	80	100	60	100	60
Arcane Lore	100	100	x	80	x	x	x
Artistry	33	100	33	33	33	33	33
Astrology	33	100	100	33	33	33	33
Blacksmithing/Metalworking	60	100	80	33	33	33	60
Boating	33	80	60	33	33	33	33
Botany	60	100	100	80	100	80	33
Carpentry/Woodworking	60	80	80	60	33	33	33
Cartography	80	100	100	100	100	60	80
Climbing/Rappelling	80	33	33	100	80	100	60
Cooking/Baking	60	100	80	60	60	60	33
Craft	60	100	60	60	60	60	60
Current Affairs	60	100	80	100	100	100	100
Diplomacy	60	100	100	100	60	100	100
Direction Sense	100	60	60	100	100	100	60
Disarm Trap	33	60	33	100	100	80	x
Disguise	60	80	60	100	100	100	x
Distraction	100	60	60	100	100	100	33
Divine Lore	x	100	100	x	x	x	100
Escape Artist	80	60	60	100	100	100	60
Fast Talking	80	60	60	100	100	100	33
Fire Building	100	100	100	100	100	100	100
First Aid	100	100	100	60	60	60	80
Forestry	60	100	60	33	33	33	33
Forgery	33	80	33	100	80	100	x
Gambling	100	80	33	100	100	100	100
Geology	33	100	60	33	33	33	33
Glean Information	80	100	80	100	100	100	80
Hiding	100	60	60	100	100	100	33
History, Ancient	33	100	100	60	60	100	80
Hunting	100	33	60	80	80	80	100
Identify Trap	33	33	33	100	100	100	33
Interrogation	60	33	100	100	100	100	80
Intimidation	100	33	80	80	100	80	100
Jumping	100	33	60	100	100	100	100
Language	80	100	100	80	100	100	80
Law	33	100	100	80	80	80	100
Leatherworking	80	100	100	60	60	60	x
Listening	100	80	100	100	100	100	100

Table 6.4: Availability of Training by Institution Type (*continued*)							
	Kobar	University	Monastic	Thieves' Guild	Assassin's Guild	Beggar's Guild	Chivalric
Literacy	33	100	100	80	80	100	60
Lock Picking	33	100	33	100	100	100	x
Mathematics	33	100	80	60	33	33	33
Mining	33	100	60	60	33	33	33
Monster Lore	100	100	100	80	100	100	100
Musician	60	100	100	60	60	100	33
Observation	100	33	100	100	100	100	100
Oration	60	100	100	60	33	100	100
Persuasion	60	100	100	100	60	100	60
Pick Pocket	33	33	33	100	80	100	x
Pottery	33	100	60	33	33	33	x
Reading Lips	80	80	80	100	100	100	33
Recruiting	60	80	100	60	33	100	100
Religion	33	100	100	33	33	60	100
Resist Persuasion	60	80	100	60	100	60	100
Riddling	60	100	100	100	60	100	100
Riding	60	60	60	60	60	60	100
Rope Use	100	60	60	100	100	100	80
Salesmanship	60	80	60	100	33	100	33
Scrutiny	100	100	100	100	100	100	100
Seduction, Art of	60	60	60	100	100	33	80
Skilled Liar	60	100	60	100	100	100	x
Sneaking	80	33	60	100	100	100	33
Survival	100	33	80	33	33	33	100
Survival, Urban	60	100	80	100	100	100	x
Swimming	100	100	100	100	100	100	100
Torture	60	33	100	100	100	80	60
Tracking	100	33	33	100	100	100	60
Trap Design	33	33	x	100	100	80	x
Weather Sense	100	80	80	33	33	60	80
Weapon Proficiency	100	100	100	100	100	100	100
Light Armor	100	100	100	100	100	100	100
Medium Armor	100	100	100	80	100	80	100
Heavy Armor	100	80	100	60	100	33	100
Shield	100	100	100	80	100	80	100
Angawa Battle Cry	100	x	x	33	60	33	x
Etiquette/Manners	100	100	100	100	100	100	100
Glersee	100	100	60	60	80	33	80
Hiking/Roadmarching	100	x	80	80	80	60	100
Laborer	100	x	100	100	100	100	100
Local History	100	100	100	100	100	100	100
Maint/Upkeep	100	100	100	33	33	33	x
Peg Leg	100	x	100	60	33	100	100
Phalanx Fighting	100	x	60	33	80	x	100
Skinning/Tanning	100	100	60	33	33	80	x
Style Sense	100	100	60	100	100	100	100

NOTE:
It is not possible to split training between two institutions. Thus if a particular type of training is unavailable, the PC must either forgo it or pay twice to attend training at two institutions.

Table 6.4: Availability of Training by Institution Type (*continued*)							
	Kobar	University	Monastic	Thieves' Guild	Assassin's Guild	Beggar's Guild	Chivalric
Taxidermy	100	100	33	33	33	33	x
Farrier	100	100	60	33	33	33	100
+1 specialization	100	100	100	100	100	80	100
+2 specialization	100	80	100	80	100	60	100
+3 specialization	80	60	80	60	80	33	100
+4 specialization	60	33	60	33	60	x	80
+5 specialization	33	x	33	x	33	x	60

treasure) is too aimed at focusing their minds on achieving their true destiny rather than squandering their energy on obtaining transitory material wealth. Their monthly visits are an opportunity to check on their mentee's progress in the field and to chastise any backsliding. The mentor role is undertaken with utmost earnestness and a full commitment to a hands on approach.

Meister Benefits: Master teachers are indeed better at imparting knowledge than their "peers" instructing at kobars and universities. In game terms, their pupils gain one die type better on their Mastery Die for all skills learned at average mastery or better (their excellence is wasted on pure novices). Thus a pupil with average mastery in a subject rolls a d12 instead of a d8 when instructed by a Meister and this bonus continues through all mastery levels.

Meister are also far more likely to be able to offer training in whatever subjects the student wishes to be instructed. This is, of course, dependent on the individual teacher. You are urged to tailor each Meister's game statistics such that they can offer master-level training in a broad array of skills relevant to the class of their student. Personality traits should also be chosen to be in accord with the psychology of these dedicated individual rather than relying on chance.

It is suggested that the master teacher be 20th level (or higher) and certainly of the same class and alignment. The master teacher will always have Legendary Honor and will be in perfect harmony with his alignment.

Note: A Meister's pupil does not roll on Table 6.2 when advancing in level.

Legendary Master

Like master teachers, these individual seek out only the most promising candidates. Such is the skill of their mentoring that their students receive an additional +1 Mastery Die Roll Modifier (over and above the Meister benefit) for any skills they teach.

ACCELERATED SELF-TRAINING

There may be times when your PCs wish to immediately advance in level rather than going through the standard 3 week self-training process. This is possible though at a cost. Rapid advancement provides immediate gratification but with the loss of some of the benefits normally attained.

14 days:

- PC only gains 10 BP

7 days:

- PC only gains 5 BP
- Hit Point roll/reroll uses 1 die type smaller
- Mages do not gain a new spell

Instant:

- PC gains no BP
- No Hit Point roll/reroll
- Mages do not gain a new spell

TUTORING PROFICIENCY SUITE

Knowing how to do something – even should one possess unparalleled proficiency at the task – is insufficient on its own to train others to master the skill. While subject matter expertise is a prerequisite, teaching said requires a different set of skills. Tutors must be able to clearly communicate and tailor the pace of instruction to match the capabilities of their students. They must work with their charges to overcome cognitive or physical impediments unique to each individual and rigorously assess their progress.

Trainer (4 BP): This proficiency imbues the character with the ability to train others in basic skills at which he is proficient. A trainer must possess Average Mastery in any skills he wishes to train

students in. These include:

- Weapon proficiencies
- Armor & shield proficiencies
- Novice level Skill Mastery*
- Proficiencies

** The student must have no greater than novice mastery at the skill prior to undergoing training though he can exceed this threshold afterwards depending on his degree of success on the mastery die roll.*

Instructor: (5 BP): *prerequisite* ***Trainer***

This proficiency builds on the character's experience as a trainer permitting him to work more closely with a smaller group of students to achieve higher standards. An Instructor must possess Advanced Mastery with any skill that he wishes to teach to his students.

- +1 weapon specialization
- Average level skill Mastery

** The student must have no greater than average mastery at the skill prior to undergoing training though he can exceed this threshold afterwards depending on his degree of success on the mastery die roll.*

Teacher (6 BP): *prerequisite* ***Instructor***

This degree of tutoring mastery is required to instruct students already possessing a fair degree of mastery in the subject matter. A Teacher must possess Expert Mastery with any skill that he wishes to teach to his students.

- +2 weapon specialization
- Advanced level skill Mastery

** The student must have no greater than advanced mastery at the skill prior to undergoing training though he can exceed this threshold afterwards depending on his degree of success on the mastery die roll.*

Coach (7 BP): *prerequisite* ***Teacher***

A coach specializes in one-on-one training with aspirants already highly skilled with a particular weapon or well versed in a skill. A Coach must possess Master level Mastery with any skill that he wishes to teach to his students.

- +3 weapon specialization
- Expert level skill Mastery

Mentor (8 BP): *prerequisite* ***Coach***

A mentor works one-on-one with highly proficient pupils permitting them to achieve the highest mastery levels in their particular field of expertise or to attain near-virtuoso skill in a weapon. The relationship is more of a partnership than that experienced with coaching as the student often possesses technical skill on par with that of his tutor. The mentor's role is to assist his pupil in realizing his true potential by overcoming the final impediments countering his progress.

- +4 weapon specialization
- Master level skill Mastery

Guru (10 BP): *prerequisite* ***Mentor***

The Guru is a rarified individual possessing unsurpassed mastery in a weapon and the skills necessary to pass this knowledge on to a worthy postulant.

- +5 weapon specialization

EQUIPMENT MAINTENANCE & REPAIR

Field exploration can be as tough on gear as it is on the men that wear it. Things break or degrade from the rigors they are subjected to in these most trying of environments. The following situations may result in broken or damaged equipment:

Falls: Glassware & pottery are subject to breakage when an individual is accelerated towards an immovable object (e.g. gravity propelling him towards a floor). In order to determine if an individual item is shattered, make note of the damage the character sustained in the fall. This is the saving throw the item

must make (on a d20p). For example, a character sustains 10 points of damage in a fall. The potion vial he's carrying must roll 10 or higher on a d20p else it breaks, spilling its contents.

Fire: Characters subject to ancillary damage from being set alight (and opting not to spend the time to stop, drop and roll) can suffer up to 6 points of damage. Naturally the fuel source for this damage – to wit, any flammable clothes, load bearing equipment, ropes, etc will be destroyed.

Shield Breakage: Shields are subject to being cleaved or smashed when sustaining very powerful blows. Shields so broken are irreparable. They can also be damaged as the result of a fumble. The latter can be fixed.

Though the mechanics governing this process appear in the *Player's Handbook (p. 225)*, some confusion exists as to how the mechanics scale with regards to superior quality shields. In order to clarify this, a precisely defined extrapolation appears in Chapter 13: Quality Items (p. 250).

Weapon Damage: Numerous results on the Fumbles Table dictate damage to weapons. This may compromise effectiveness (applying an Attack or Damage penalty) or see the weapon completely broken.

All such damage is irreparable.

Quality Weapons: If a roll on the Fumble table indicates damage to a quality weapon, it receives a contested check (GM's d20p vs. PC's d20p+[2x weapon bonus]) to slough off the result. Should this check fail, any noted impairment is applied to the weapon. Such damage is permanent and may not be repaired.

Armor Damage:

Body armor is subject to nearly as much abuse as shields. However, unlike the latter that employs an "all or nothing" breakage mechanism, armor is subject to gradual degradation. Armor can also be damaged by a specific fumble result.

Armor suffers a point of damage when any of the following events occur:

a) An individual damage die rolled on the PC penetrates. Every penetrating damage die roll causes 1 point of armor damage (though double, triple or even more egregious penetration does not increase the damage wrought on the armor – merely the poor sap wearing it!)

For example, Joe the platemail clad fighter is clawed by a Tetzylwyrm. This attack inflicts a wound determined by 4d4p+2. If the dice come up 4, 4, 2, 4 with subsequent penetration rolls of 4, 4, 1 then 3,2, he sustains 25 (- DR 7) = an 18 point wound and his ARMOR is damaged for 3 points (i.e. only the initial penetrating die rolls).

b) The wearer suffers a critical hit. This causes 1 point of armor damage even should the end result not actually injure the wearer. Damage dice rolled as a result of the critical hit may compound damage to armor should they penetrate.

At the GM's discretion, you may waive this damage should the critical hit occur on an area of the body unarguably not protected by armor. However, upon doing so, you must disallow any DR the armor provided against said crit, increasing its damage and severity.

c) A fumble roll result dictates armor damage (specifically result 399-436: Damage own armor (1 point))

Mechanics of armor degradation: A suit of armor possesses 10 points of structural integrity for every point of DR it possesses. These "armor hit points" if you will represent the armor's ability to absorb damage. Once a suit of armor has absorbed 10 points of damage, its DR rating decreases by 1 (though all other statistics remain constant).

For example, a suit of chainmail (normally DR 5) sustains 10 points of damage from a combination of penetrating damage rolls, critical hits and fumbles. It now only affords the wearer DR4. However, the armor's other aspects (i.e. Defense Adjustment, Initiative Modifier, Speed Modifier and Movement Rate Reduction) are unchanged. As a practical manner, this damaged suit of chainmail is now somewhat worse than a new set of ringmail.

Quality Armor: Other than an increase in the amount of damage a quality suit of armor can sustain (to wit, 10 points per +), quality armor is subject to identical degradation as standard armor. Note that quality armor's defense adjustment is superior to that of normal armor and this benefit continues to apply even should it become damaged.

Magic Armor: Genuine magical armor (generally +6 and above) does not sustain armor damage.

Table 6.5: Armor Repair Cost & Time

Armor TYpe	cost/point	time/point
Platemail	15 sp	2 days
Banded Mail	13 sp	2 days
Splint Mail	10 sp	2 days
Chainmail	8 sp	2 days
Scalemail	5 sp	2 days
Ringmail	3 sp	1 day
Studded	25 cp	1 day
Leather	6 cp	½ day
Padded	4 cp	½ day

Repairing Armor

Armor represents a significant investment and it is often worthwhile to repair damaged armor rather than replace it.

Armor can be damaged in two distinct manners – either as the result of a fumble or via impact force as described above.

Broken straps (resulting from fumbles): This damage, whilst extremely hindering, does not represent a catastrophic failure of laboriously precision crafted parts but rather the loss of a vital but expendable subcomponent. Such parts can be replaced by a journeyman armorer.

Repair costs are 5sp for a shield or 10 sp for a suit of armor. Service can be completed in a day for shields and 2 days for armor.

Table 6.6: Armor Refitting & Construction Time

Armor TYpe	fabrication	refitting
Platemail	12 weeks	6 days
Banded Mail	10 weeks	6 days
Splint Mail	8 weeks	6 days
Chainmail	6 weeks	6 days
Scalemail	5 weeks	6 days
Ringmail	4 weeks	4 days
Studded	2 weeks	4 days
Leather	1 week	2 days
Padded	1 week	2 days

Armor structural repair can be performed by a journeyman armorer provided it is not exceptional. +1 to +3 armor requires a master armor to service it (at 150% of rates given below). +4 & +5 armors may only be repaired by a High Master armorer (at 300% of rates given below).

Refitting Armor

A journeyman armorer (for 20% of the armor's price) can resize normal armor.

Quality armor refitting costs are based on a standard suit of armor's price but such work necessitates a higher skilled armorer.

+1 to +3 armor requires a master armor to refit it (at 30% of armor cost). +4 & +5 armors may only be repaired by a High Master armorer (at 60% of the cost of a normal suit of armor of the type being refitted).

Custom-Built Armor

PCs may wish to purchase a new suit of armor outright when they stumble upon their first little hoard of coins. This is natural and expected. However, they should not expect to find a showroom full of various suits of armor ready to purchase at their local armorer.

As this is not an economics textbook, elucidating the history and evolution of economics, money and finance is left for those interested in the topic to explore on their own. Note well though

that modernity's differences from medieval life go well beyond technology. Modern commerce and our expectation thereof is premised upon ubiquitous credit. Sans this, no one can afford to maintain expensive inventory. As such, armor will have to be commissioned.

Commissioning a suit of armor necessitates a 50% deposit and a potentially lengthy wait (see Table 6.6). Construction must occur under the supervision of a master armorer.

QUALITY OF GOODS

How hard is it to pass out towels, numbnuts? Well, it's a skill like anything else. - Night Shift

The various appraisal skills are not universal. The upshot of this is that player characters are likely to get ripped off all the time if they (or an ally) have absolutely no skill in appraising merchandise. Simply put, they are unable to gauge the quality of goods until such time as it breaks on them.

Invariably this will create friction with the warrior that's dumped 200 building points into his weapon skill. He will whine and complain that anyone could tell that the shoddy equipment he just bought was worthless and that he didn't need some stupid skill to inform him of that fact. Gently inform him that it is, in fact, a skill to know the value of goods and that his background with armaments is what provided him the rudimentary skill to immediately recognize subpar weaponry. Follow this up by asking him if he knew whether the $1800 repair bill the mechanic quoted him the last time his car broke down was legitimate or not. Caveat emptor.

NOTE:
Characters possessing the maintenance/ upkeep proficiency receive a +2 bonus whenever they need to roll to see if a piece of equipment breaks (per p. 197 of the PHB).Note that this bonus applies only to normal equipment (regardless of quality). Such individuals DO NOT receive a bonus when rolling to see if their shield is splintered under a heavy blow or if their weapon is damaged as a result of a fumble.

Workmanship Categories

Useless: This is a subcategory of *worthless*. There may well be items with no economic value that nonetheless can offer some erratic functionality for individuals having no other alternative. Said goods are categorized as worthless (q.v.) Useless items are those that are completely broken and will not function.

Worthless: This category of goods includes two varieties: intentionally and incidentally worthless items. Intentionally worthless items are counterfeits meant to look like the real McCoy. A prime example are glass gemstones. In general, counterfeiting is only profitable when the item in question is very expensive. Creating a good facsimile requires both skill and raw materials thus is definitely not a cost free endeavor. Those producing such goods hope to deceive the purchaser into purchasing a functionally worthless item. They often seek to dupe naïve clients (e.g. those with no appraisal skill) by appealing to their greed and offering these wares at a discount.

Counterfeit goods may be created for purposes other than to fleece buyers. Stagecraft is one such example. Another may be an attempt to create false appearances of wealth or status through gilding or fabricating knock-offs of expensive items. Confidence men are notorious for the latter even if their true intention is not to profit from the sale of said items.

Incidentally worthless goods are categorized as such because the cost (in time or materials) to repair them is in excess of that necessary to make or buy a new one. Most worthless goods fall into this category.

Just because an item is worthless (i.e. no informed buyer would part with coin for it) does not necessarily mean that it cannot occasionally perform its intended function. It simply fails with such regularity or performs so poorly that it's not worth the annoyance of using the item. Given a particularly dire circumstance though, they may have a practical use.

As a baseline rule, incidentally worthless items demand a contested check (player d20p vs. GM d20p) each and every time they are used. Ordinary items will function if the contested check is successful. However, they will never perform on par as compared to better quality goods. How this works in practice is largely a judgment call. If an item has a quantifiable measure of functionality (e.g. a lantern's radius of illumination), a worthless item can muster only one-third of this rating. If a tool it hinders skilled artisans by imposing a -50% skill check penalty or a 75% reduction in their productivity.

Worthless weapons are considered, as a baseline, to be -4 weapons (i.e they impose a -4 penalty to Attack and Damage). Additionally, a contested check (with a -4 penalty, naturally) must be made in conjunction with each and every Attack or Defense roll. Failure indicates that the weapon catastrophically breaks (blade shorn off, shaft cracks, warhead cracks in half, etc.) and fails to do damage even upon a successful attack. Naturally they are thereafter useless.

Worthless Shields suffer a -1 Defense penalty to the shield's listed Defense bonus and a -3 penalty to the listed Damage Reduction. In addition, they must make a competing d20p roll (with the defender suffering a -6 penalty) whenever they are hit regardless of damage. If the shield is struck for 8 hp (buckler/small) or 12 hp (others) it is automatically destroyed.

Worthless Armor has a number of penalties: DR is reduced by 3, the Defense Adjustment is penalized by 2, the Initiative Modifier is increased by 1 and the Speed Modifier is increased by 3. Thus a worthless suit of plate mail has a DR of 4, imposes a -7 penalty to Defense, adds +3 to the wearer's Initiative and +5 to his Speed.

In addition, should the wearer suffer a critical hit (regardless of severity), the wearer must attempt a contested d20p check with the GM. Failure indicates that the armor failed catastrophically – henceforward providing NO DR but all hindrances until removed.

Worthless ordinary items that fail the contested check when used catastrophically break and cannot function at all. They may be jerry-rigged by an individual with the Maintenance/Upkeep proficiency but this requires 1 hour of time per copper piece value of a new item. Items so repaired may be used again but break on any failed check as above.

Poor: This category is a catchall for goods that have been used and poorly maintained. The item in question may originally have been of extraordinary quality but used for many years in rough service or a shoddy piece of equipment that was discarded when its failings became apparent. Either the original owner no longer saw fit to retain the item or, if looted, the destitute (or cheap) owners tried to repair it but failed to do so properly due to their lack of skill.

Discarded items may find their way into merchants' inventories - particularly those that vend to an impoverished clientele. Those savvy in the particular line of merchandise (e.g. possessing some mastery in the appraisal skill relevant to the item in question), will readily recognize this stuff for what it is despite attempts on the part of the seller to disguise obvious signs of wear.

Poor quality goods will never perform as well as an average quality item. However, unlike worthless items, they may function well enough if handled gently.

Poor Quality weapons are considered, as a baseline, to be -2 weapons (i.e they impose a -2 penalty to Attack and Damage). In addition to this baseline penalty, they must also make a contested check at -2 (or catastrophically break) if the user executes a full parry, critically hits or fumbles. Unlike worthless goods, the poor quality weapon permits the maneuver (scoring damage if applicable) failing as it does so. Naturally they are thereafter useless.

Poor Quality Shields suffer a -1 Defense penalty to the shield's listed Defense bonus and a -2 penalty to the listed Damage Reduction. In addition, they must make a competing d20p roll whenever they are hit regardless of damage. If the shield is struck for 8 hp (buckler/small) or 12 hp (others), the check is made at -6. If the shield is struck for 12 hp (buckler/small) or 18 hp (others) it is automatically destroyed.

Poor Quality Armor has a number of penalties: DR is reduced by 2, the Defense Adjustment is penalized by 1, the Initiative Modifier is increased by 1 and the Speed Modifier is increased by 2. Thus a poor quality suit of plate mail has a DR of 5, imposes a -6 penalty to Defense, adds +3 to the wearer's Initiative and +4 to his Speed. In addition, should the wearer suffer a critical hit (regardless of severity), the wearer must attempt a contested d20p check with the GM. Failure indicates that the armor failed and loses an additional 1 point of DR capability.

Ordinary items will generally function albeit with significant limitations. How this works in practice is again largely a judgment call though you should only demand a contested check for breakage if the individual using the item does something out of the ordinary. If an item has a quantifiable measure of functionality (e.g. a lantern's radius of illumination), a poor quality item can muster only one-half of this rating. If a tool it hinders skilled artisans by imposing a -33% skill check penalty or a 50% reduction in their productivity. Note that use of a poor quality item while experiencing a critical failure at a skill check will certainly break the item.

Poor quality ordinary items that fail a contested check become worthless.

▶ Poor quality items may be purchased by PCs for 25% of the price listed in the PHB. Provided they are prepared to live with the limitations of these items, it may be a way for a destitute novice PC to broaden his variety of initial equipment.

Shoddy goods stem from poor workmanship. This may be due to a lack of skill on the part of the craftsman (a legitimate craftsman may offer shoddy apprentice-made goods at a discount), or may reflect a duplicitous artisan that has just rapidly cranked out substandard offerings without adhering to guild quality or has substituted inferior raw material in order to save costs.

Shoddy goods are more difficult to detect than poor quality ones since obvious signs of use are not present. Average mastery is required to recognize these goods as subpar without actually using the goods in service. Such use will readily reveal that the item is compromised to those with the requisite appraisal skill.

Commonplace shoddy goods will become poor quality within a month of regular use as they simply break under the strain of regular wear.

Shoddy goods will not perform as well as an average quality item. However, they may function well enough if handled gently.

Shoddy weapons are considered, as a baseline, to be -1 weapons (i.e they impose a -1 penalty to Attack and Damage). In addition to this baseline penalty, they must also make a contested check at -1 if the user critically hits or fumbles. Failure means that they

TIP: What about Repair spell? A repair spell will restore a formerly Worthless item rendered Useless due to breakage back to Worthless status. The spell is not sufficiently powerful to properly mend stress fractures, replace numerous compromised fasteners or systematically 'undo' aggregate wear.

become poor quality weapons (this is the weapon's new 'baseline' and may be further aggravated by the results of the fumble roll).

Shoddy Shields suffer a -1 penalty to the listed Damage Reduction. In addition, they must make a competing d20p roll whenever they are hit regardless of damage – albeit with a +6 bonus. If the shield is struck for 8 hp (buckler/small) or 12 hp (others), the check is made at even odds. If the shield is struck for 12 hp (buckler/small) or 18 hp (others) the check is made at -6. If the shield is struck for 16 hp (buckler/small) or 24 hp (others) it is automatically destroyed.

Shoddy Armor has a number of penalties: DR is reduced by 1, the Defense Adjustment is penalized by 1, and the Speed Modifier is increased by 1. Thus a shoddy suit of plate mail has a DR of 6, imposes a -6 penalty to Defense, adds +2 to the wearer's Initiative and +3 to his Speed. In addition, should the wearer suffer a severity 21+ critical hit, the wearer must attempt a contested d20p check with the GM. Failure indicates that the armor failed and loses an additional 1 point of DR capability.

Ordinary items will generally function albeit with significant limitations. How this works in practice is again largely a judgment call though you should only demand a contested check for breakage if the individual using the item does something out of the ordinary. If an item has a quantifiable measure of functionality (e.g. a lantern's radius of illumination), a shoddy quality item can muster only two-thirds of this rating. If a tool it hinders skilled artisans by imposing a -15% skill check penalty or a 25% reduction in their productivity. Note that use of a shoddy item while experiencing a critical failure at a skill check will certainly break the item.

Shoddy ordinary items that fail a contested check become poor quality goods.

▶ Shoddy goods may be purchased by PCs for 50% of the price listed in the PHB. Beginning characters may consider purchasing a shoddy weapon or shield if their initial funds prove too limiting to buy as much average (i.e. standard) quality equipment as they desire.

Be sure to make this option known and available to cash-strapped novices as it adds an interesting role-playing element. Finding a standard weapon or shield to replace their shoddy one is a treasure in itself.

Average: goods in this category are perfectly serviceable and function as intended. Such items represent the "standard" item available for purchase at the prices and availability listed in whatever reference book they appear in. Note that this "book price" may vary depending on locale. These price fluctuations are purely a function of supply and demand and not an indicator of product quality.

These goods are generally not designed for rugged duty or rough service. In the hands of a dilettante, they may provide years of service. However, if subjected to frequent or severe use (the definition of which is dependent of the nature of the item in question but without doubt using them in the challenging conditions of exploration qualifies as such), they will invariably fail within 6 months.

Average quality goods that have been abused, either through misuse, overuse or poor maintenance become functionally equivalent to shoddy goods.

Professional Grade: these goods are designed to accommodate the usage pattern of the most demanding users of the good in question. Clothing features extra stitching and/or reinforcement, tools are rugged and constructed from heavier gauge metal, etc. These goods offer no additional features than their average quality counterparts. What they do offer is greatly increased service life and reliability. Pro quality gear, if properly maintained, can last a decade or more.

Note that this enhanced reliability does not imply imperviousness. Intentional and wanton misuse will still destroy a pro quality item.

Pro grade items are better than average. How this works in practice is again largely a judgment call. If an item has a quantifiable measure of functionality (e.g. a lantern's radius of illumination), a pro grade item will exceed this by 10%. If a tool it enhances skilled artisans by awarding a +5% skill check bonus or a 10% addition to their productivity. Note that use of a pro grade item while experiencing a critical failure at a skill check allows for a contested check to avoid damage. Even should this occur, the item still retains the properties of an average item.

Practical Advantages of Pro Grade Equipment: Characters may acquire a tangible benefit by purchasing superior equipment in that it may allow them to avoid certain result on the Fumbles chart.

▶▶ If a character has pro grade boots or footgear, he receives a contested check (d20p vs. d20p) should result 264-276: Boot/footgear breaks, -1 to attack and defense until repaired or discarded come up. Success avoids this penalty.

▶▶ If all of a character's load bearing equipment (i.e. backpack, pouches, sacks, scroll cases & waterskins) are pro quality he receives a contested check (d20p vs. d20p) should result 277 – 318: Backpack, pouch or other container strap breaks, -1 to attack and defense

CLARIFICATION: The prices for both arrows and quarrels listed in the Player's Handbook was intended to be a unit price not à la carte. These prices are for a ***score*** (e.g. 20) of such projectiles.

until item repaired or discarded come up. Success avoids this penalty.

- If a character has a pro grade belt, he receives a contested check (d20p vs. d20p) should result 319 – 343: Belt, girdle, etc. breaks -1 to attack and defense until item repaired or discarded come up. Success avoids this penalty.

Generally, +1 weapons, armor and shields are considered "Pro Grade". Rules for determining breakage follow:

Weapons: If a roll on the Fumble table indicates damage to a Pro Grade weapon, it receives a contested check (DM's d20 vs. PC's d20+2) to slough off the result.

Shields: see discussion in Chapter 13: Quality Items (p. 250)

Pro quality gear does not come cheap as such goods bear at least a 4x price premium (and 10x for weapons). Serious users that depend on this gear for their livelihood (or life!) will usually pony up the cash though. Only high master tradesman can manufacture at this quality level.

Extraordinary quality: For most items, this is the best that money can buy. Such items offer all the reliability of pro gear plus some other tangible benefit. This may be water repellent clothing, extremely lightweight, rust resistant or some other very desirable quality. Only grand master craftsman may fabricate superior items and then only upon being commissioned to do so. Simply put, these items are very, very expensive and appeal only to the most wealthy and discriminating customer. Prices start at 12x standard up to 38x for weapons.

Extraordinary items are significantly better than average. How this works in practice is again largely a judgment call. If an item has a quantifiable measure of functionality (e.g. a lantern's radius of illumination), an extraordinary item will exceed this by 25%. If a tool it enhances skilled artisans by awarding a +10% skill check bonus or a 20% addition to their productivity. Note that use of an extraordinary item while experiencing a critical failure at a skill check allows for a contested check (with a +6 bonus) to avoid damage. Even should this occur, the item still retains the properties of a Pro Grade item.

Practical Advantages of Extraordinary Quality Equipment: Characters may acquire a tangible benefit by purchasing extraordinary equipment in that it may allow them to avoid certain result on the Fumbles chart.

- If a character has extraordinary boots or footgear, he receives a contested check (d20p vs. d20p+4) should result 264-276: Boot/footgear breaks, -1 to attack and defense until repaired or discarded come up. Success avoids this penalty.
- If all of a character's load bearing equipment (i.e. backpack, pouches, sacks, scroll cases & waterskins) are extraordinary he receives a contested check (d20p vs. d20p+4) should result 277 – 318: Backpack, pouch or other container strap breaks, -1 to attack and defense until item repaired or discarded come up. Success avoids this penalty.
- If a character has an extraordinary belt, he receives a contested check (d20p vs. d20p+4) should result 319 – 343: Belt, girdle, etc. breaks -1 to attack and defense until item repaired or discarded come up. Success avoids this penalty.

Generally, +2 weapons, armor and shields are considered "Extraordinary". Rules for determining breakage follow:

Weapons: If a roll on the Fumble table indicates damage to an Extraordinary weapon, it receives a contested check (DM's d20 vs. PC's d20+4) to slough off the result.

Shields: see discussion in Chapter 13: Quality Items (p. 250)

Superlative Items: +3 and higher weapons, shields and armors are exemplars of superlative goods. Such items are works of art not mere tools. The aptitude, experience and materials necessary to fabricate such items is beyond the reach of most men. Only the rarest of human swordsmiths may hope to achieve the goal of producing one of these weapons in his lifetime.

In general, only arms, armor & shields are built to superlative specifications.

SELLING QUALITY ITEMS

Your players may at some point wish to cash out their quality items. Their motivations for doing so may be varied. As they accumulate experience and rise to greater challenges, they likely will be fortunate enough to recover items of increasing quality and capability from ever more formidable opponents. That treasured +1 short sword acquired in a goblin mine when 2nd level may be entirely superfluous when the very same character achieves 8th level. Rather than dragging around arms and armor that no longer serve a purpose, it is often more advantageous to dispose of them for a lump sum of coins that serve a myriad of purposes.

The most pressing need for currency will likely be to facilitate formal training. This expense rears its head at 6th level. Incidentally, this window coincides with the likely supplanting of initial quality weapons by more effective ones discovered in later expeditions.

Formal training venues offer one final advantage not previously mentioned. These institutions have a ready use for all manner of armor and weaponry or at the very least a network of contacts interested in said. As such, they can offer students full resale value for any equipment 'traded in' and applied towards the cost of their services.

Those seeking to dispose of quality equipment on the open market face numerous challenges.

Finding Buyers: There's an incredibly small market for quality weapons. Most people with significant quantities of hard currency simply aren't interested. What use is a +1 longsword to a wealthy merchant? For the cost of said, he could simply buy the services of a dozen or more men-at-arms and reap a far greater benefit vis-à-vis personal security. He didn't get rich without being able to perform a rudimentary cost benefit analysis.

The other group with hard currency is the gentry. They too pose a problem. First of all, they can perform

the same cost benefit analysis and reach an identical conclusion that a score of men-at-arms offers greater value than a solitary superior weapon. If they're the type of leader to take the field, a better personal weapon might be of interest but they likely already own a better one than the hand-me-down a PC is trying to pawn off. Secondly, and perhaps more of an impediment, is access. The Earl simply isn't going to deal with a wandering band of mercenaries of dubious trustworthiness and intent.

Haggling: Assuming, for argument's sake, that there is a wholesaler or agent amenable to purchasing quality weapons. Said individual is likely a very clever man to be entrusted with acquisition of such valuable merchandise. Likely his *raison d'être* is his salesmanship and appraisal skills. He's likely able to negotiate circles around even a Rogue.

Risk of cheating or mugging: This is probably the biggest danger of all. That +1 sword likely came into the PCs hands as the result of butchering the former owners. Turnabout is fair play. There are plenty of unsavory NPCs ready, willing and able to either con or murder the prospective seller of a valuable item rather than paying for it.

The best option is to trade it in to a kobar in lieu of cash when training. These people are optimally positioned to monetize such items as they deal with precisely the right clients – other bloodthirsty mercenaries with cash in hand looking for every little advantage to save their hides from the next fearsome opponent.

This is not a price list!

I cannot sufficiently stress that these prices are for ***selling*** superior quality items. *This is not a shopping list.*

We strongly discourage the use of "magic shops" or the ability of players to purchase quality items. The reason is that doing so means that you've now added money as an additional variable in the power factor of your game. It's relatively easy to gradually meter out special treasures and magic to your players since those items are front of mind. When PCs can purchase magic, you must now think second order. Every piece of jewelry, every gem, every pile of coins is potentially an additional magic item. One slip-up, one big haul and suddenly you've inadvertently given away the store. Why add this complexity to your already full plate?

If the above doesn't scare you, think about what you're incentivizing. It isn't adventuring. PCs will begin looking to business and commerce as means to gain their goodies rather than slogging it out with monsters. This rules system, and I dare say every other one in existence, is built around the premise of *adventure* role playing. It is not medieval SimCity. There simply aren't carefully balanced rules to facilitate that type of game *because that's not the point.*

However, if you are determined to disregard our advice and wish to allow players to purchase special items, Purchase Price should be no less than 250% of the values listed here.

Table 6.7: Quality Item Resale Value

Weapons:	
+1	4x weapon price
+2	15x weapon price
+3	30x weapon price
+4	50x weapon price
+5	80x weapon price
Shields:	
+1	10x shield price
+2	25x shield price
+3	35x shield price
Armor:	*(all values in silver pieces)*
banded +1	720
chain +1	490
leather +1	330
padded +1	280
plate +1	760
ring +1	450
scale +1	440
splint +1	620
studded +1	420
banded +2	1110
chain +2	820
leather +2	560
padded +2	510
plate +2	1200
ring +2	740
scale +2	770
splint +2	1010
studded +2	680
banded +3	1750
chain +3	1380
plate +3	1950
ring +3	1220
scale +3	1330
splint +3	1650
studded +3	1070
banded +4	2800
chain +4	2270
plate +4	3160
ring +4	1970
scale +4	2220
splint +4	2700
banded +5	4350
chain +5	3650
plate +5	5000
scale +5	3600
splint +5	4300

TAVERNS

The time between adventures will likely be when your players head out to the local watering hole to gather information, recruit followers, exercise their bragging rights or likely all three.

These establishments are not equivalent to their modern analogues. Such places need not reflect the chaos of happy hour at a college bar. There is little to do at home other than work. Even reading is a comparatively rich man's luxury. Those desirous of any form of news, entertainment or distraction will make their way out to the local Public House. As such, anyone worth socializing with is probably going to make an appearance.

Since taverns, inns and the like form such a key social nexus, they will likely be frequently encountered in your campaign. Essentially, they are the stage upon which much of your non-adventuring roleplay will be conducted. Coming up with unique and catchy names for all these places can be challenging. To ease this burden, we've developed an algorithm to assist you in quickly determining a prospective tavern's name.

All you need to do is roll a d20 and consult Table 6.8 Tavern Name Generator. This will guide you making secondary rolls on Table 6.8a to determine name elements. Once you've determined your tavern name, you can proceed to populate it with NPCs developed on the fly by use of the mechanism presented in Chapter 9: NPCs.

Table 6.8: Tavern Name Generator

d20	Formula
1	The (A) (C)
2	Owner's Name's (A) (C)
3	The (A) (E)
4	The (A) (F)
5	Owner's Name's (A) (F)
6	Village Name's (A) (F)
7	The (A) (B) (C)
8	The (B) (C)
9	The (B) (D)
10	The (B) (F)
11	Owner's Name's (B) (F)
12	The (A) (F)
13	Owner's Name's (B) (F)
14	The (B) (A) (C)
15	The (C) (D)
16	The (B) (D) (C)
17	The (B) (C) (E)
18	The (B) (C) (F)
19	The (B) (D) (E)
20	The (B) (D) (F)

Table 6.8a: Tavern Name Components						
d40	A	B	C	D	E	F
01	Adamantine	Amorous	Ant	Acolyte	Axe	Alehouse
02	Argent	Beautiful	Basilisk	Barkeep	Bed	Aleroom
03	Azure	Blind	Bear	Beggar	Bell	Arms
04	Black	Brave	Boar	Braggard	Bottle	Bar
05	Bleached	Carousing	Bull	Brigand	Bow	Barroom
06	Blue	Charming	Carp	Bugbear	Bowl	Beer Cellar
07	Brass	Dancing	Cat	Butcher	Bucket	Boozery
08	Bronze	Dirty	Coney	Cobbler	Candle	Brew-Pit
09	Brown	Drunken	Crow	Cook	Castle	Cellar
10	Burnished	Fat	Dolphin	Cooper	Club	Club
11	Copper	Feasting	Dragon	Dwarf	Comet	Drinkery
12	Dark	Feathered	Eagle	Farmer	Crown	Grog Shop
13	Ebony	Flying	Falcon	Foole	Cup	Hostel
14	Ebony	Jolly	Fox	Goblin	Dagger	House
15	Ebony	Lively	Frog	Hatter	Decanter	Inn
16	Golden	Lone	Griffyn	Jester	Diamond	Inn
17	Gray	Lucky	Hound	King	Eye	Inn
18	Green	Mad	Lion	Lady	Fist	Inn
19	Green	Mellow	Manticore	Lord	Flame	Joint
20	Indigo	Nimble	Moose	Lout	Flask	Libationary
21	Indigo	Old	Mule	Maiden	Fork	Lodge
22	Iron	Prancing	Owl	Mason	Goblet	Mead Hall
23	Ivory	Quaffing	Pegasus	Mermaid	Hammer	Place
24	Leaden	Quartered	Pig	Miller	Heart	Porch
25	Mithril	Rampant	Pony	Minstrel	Jug	Promenade
26	Orange	Reclining	Ram	Monk	Key	Pub
27	Paisley	Sassy	Rooster	Nobleman	Lantern	Public House
28	Pale	Silent	Salamander	Orc	Lock	Rummery
29	Red	Singing	Serpent	Priest	Log	Saloon
30	Rusty	Sleeping	Sow	Queen	Moon	Shack
31	Sable	Sodden	Stag	Scout	Pitcher	Spot
32	Sanguine	Springing	Stallion	Seaman	Platter	Steps
33	Silvery	Standing	Swan	Smith	Rose	Taphouse
34	Stone	Three	Toad	Sportsman	Shield	Taproom
35	Tawny	Tipsy	Unicorn	Teamster	Spade	Tavern
36	Verdant	Trembling	Weasel	Warrior	Spoon	Tavern
37	Violet	Tricky	Whale	Weaver	Star	Tipplery
38	White	Two	Wolf	Wench	Stick	Vault
39	White	Vexed	Wyrm	Wizard	Stool	Whiskeyroom
40	Wooden	Welcome	Wyvern	Woodsman	Tankard	Winery

EFFECTS OF ALCOHOL AND DRUGS

Alcohol:

Alcohol has long been a part of the rich tapestry of human life, and this is no different on Tellene. Taverns are common, and every small town has a drunk or two. Your players will, no doubt, wish to partake in the rituals of quaffing ale, raising a tankard to a fallen foe, or slamming a shot to steel their nerves. By all means, let them! As any reader (of legal age) can attest, drinking, despite its charms, can incur some heavy costs. The tables below define these expenditures, which, as GameMaster are your responsibility to make sure the player characters pay in full.

There are four basic stages of drunkenness in Hackmaster: *Buzzed*, *Sloshed*, *Wasted* and *Passed Out*.

Buzzed: During the Buzzed stage, a character should feel a general sense of happiness and anticipation. Things are going great! In this mildly intoxicated state they are more prone to suggestion and peer pressure (suffering -5% to Resist Persuasion). They are mostly holding it together, and suffer only minor physical impairments (a -1 penalty to Defense).

Sloshed: Once a character reaches the Sloshed level of drunkenness they are officially inebriated. This might result in a more belligerent and aggressive attitude (reflected in a +1 morale level and -15% to Resist Persuasion), or overly gregarious. Their mental faculties and coordination are diminished as well, and they suffer a +3 to Iniative, -3 to Attack & Defense and a +1 to Speed.

Wasted: When a character is wasted everyone in the room knows it. They gain the Loud Talker quirk until they've recovered, and are largely incapable of rational thought. Their actions are driven by base desires, and their speech is largely unintelligible (-35% penalty to Language skill checks, if this penalty exceeds the character's mastery level he is, in point of fact, unintelligible!) They can easily be goaded or manipulated to perform dangerous actions with little fear of the consequences (gaining +2 to their morale level and -25% to Resist Persuasion). This level of intoxication brings with it severe diminution of physical capabilities as well: +6 to Initiative, -6 to Attack and Defense, and +2 to Speed.

Passed Out: When a character is passed out… well, it should be rather obvious. At this level of drunkenness a character has fallen into a deep slumber that they are unlikely to wake from anytime soon. They should be treated as sleeping, but cannot be roused before 4 + d6p hours have passed unless they take damage equal to ½ their current ToP. Even if roused, the individual cannot move faster than crawling speed and cannot defend themselves (d8p Defense).

Table 6.9: Alcohol Effects

Intoxication Level	Effects
Buzzed	-5% penalty to Resist Persuasion skill checks, -1 Defense
Sloshed	+1 morale/tenacity level, -15% penalty to Resist Persuasion skill checks, +3 Iniative, -3 Attack and Defense, +1 Speed
Wasted	temporarily gain the Talker (loud) quirk, -35% penalty to Language skill checks, -25% penalty to Resist Persuasion skill checks, +2 morale/tenacity level, +6 Initiative, -6 Attack and Defense, +2 Speed
Passed Out	Character falls asleep and cannot be roused for d6p+4 hours unless suffering damage ≥ ½ Threshold of Pain, if wakened limited to crawling speed and cannot attack or defend (Defense = d8p)

Getting there: Determining which stage of drunkenness a PC is currently swimming in is relatively simple. Despite your buddy's protestations after a night of drinking tequila, all types of alcohol are equally intoxicating. That is, one glass of wine, one beer, and one shot contain the same amount of alcohol, and thus induce the same amount of drunkenness. There are, of course, stronger grain alcohols or specially brewed ales that surpass this baseline, but it is not as if someone who has five shots of whiskey over the course of an hour will be more drunk than someone who drinks five glasses of table wine.

All sapient humanoids are equally affected by alcohol (the perceived resistance of dwarves is explained by reasons noted hereafter). Their resistance to intoxication is primarily a function of body weight. Smaller people such as waifish elves or halflings simply cannot (and should not) try to keep pace with peers outweighing them by a hundred pounds or more.

Table 6.9a lists the threshold number of drinks that will induce a particular level of intoxication.

Mitigating Factors

Poison Resistance: Ethanol is a toxin and those with a substantial resistance to poisons will be correspondingly less susceptible to the effects of liquor. Functionally, each +1 bonus to poison saving throws equals 1 additional drink added to the thresholds levels for determining intoxication. The Poison Resistant Talent is additive with the inherent protection from toxins possessed by Dwarves and Barbarians.

Table 6.9a: Inebriation Threshold Level by number of drinks and body weight				
Weight (pounds)	Buzzed	Sloshed	Wasted	Passed Out
45 - 64	½	1	3	5
65 - 84	1	2	4	6
85 - 104	1	3	5	8
105 - 124	2	3	6	10
125 - 144	2	4	7	11
145 - 164	2	5	8	13
165 - 184	2	5	9	15
185 - 204	3	6	9	17
205 - 224	3	6	10	18
225 - 244	3	7	11	20
245 - 264	3	7	12	21
265 - 284	3	8	13	23
285 - 304	4	8	14	25
305 - 324	4	9	15	26

Constitution: Individuals blessed with good health, a strong immune system and who are physically fit (i.e. a high Constitution score) are slower to feel the effects of alcohol than their feeble peers. In game terms, a character's Physical Saving Throw Modifier (derived from Constitution) is added to the drunkenness threshold levels. Persons with a low score thus have a lower threshold.

Time: For every full hour that passes after drinking has commenced, subtract 1 drink from the PCs total to determine his level of intoxication.

Food: The presumption is that imbibing occurs in an atmosphere in which ample food is available (i.e. a party, banquet or feast). As such, food does not play a significant role in determining intoxication levels.

Recovery

Sobering up takes time (or the *Induce Sobriety* spell), and comes with its own hazards. Various inn-keeps and barmaids may hawk foolproof hangover concoctions, but in our extensive testing, we have found none that are truly effective.

Per the Time discussion above, one drink is metabolized per hour from the onset of drinking. As the number of drinks in the character's system subsides, he slowly sobers up (e.g. when his drink total decreases to the next lower threshold).

Hangovers: Anyone achieving a Sloshed level of intoxication may have a nasty surprise in store once they sober up (e.g. their drink total drops below Buzzed level). They will need to make a competing d20 roll to determine if they're hung over. The character rolls a d20 adding (or subtracting) his Physical Saving Throw Modifiers and compares it to a number determined by his level of intoxication the previous evening.

Table 6.9b: Hangover Check & Duration		
Intoxication Level Achieved	Hangover check	Duration (Hours)
Sloshed	d20-6	dp4
Wasted	d20+4	2d4p
Passed Out	d20+15	3d4p

Should the GM's roll exceed that of the PC, he is hung-over. A failure by five means the character spends the first d20p minutes vomiting, and can take no other actions. A failure by ten means that, in addition, they are *really* hung-over.

Effects of a Hangover: A terrible headache, queasiness, shaking, general loss of will to live and questioning of all past life decisions, anger, guilt, despair, and:

Hung-over: Headache, Nausea (Game effect: -1 penalty to Attack, Defense & Damage)

Really Hung-over: Nausea, Severe Regret, Migraine (Game effect: -2 penalty to Attack, Defense & Damage, -10% penalty on skill checks, Arcane Magic use limited to baseline SP expenditure). After hangover duration elapses, character proceeds to being simply hung-over for an equal period of time.

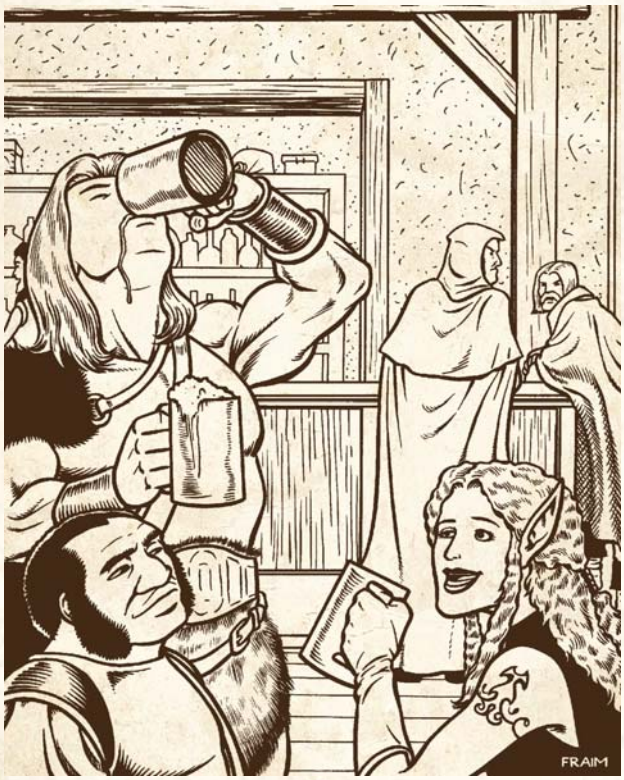
For example: Kragmar the Human Barbarian goes to the tavern to celebrate his slaying of an Orc Band. He is a brute of a man weighing 253 pounds and having 17 Constitution. This gives him a +2 tolerance bonus via his Constitution score and a +5 tolerance bonus due to his inherent resistance to poison. He thus must have 10 drinks before even becoming Buzzed!

Over the course of 4 hours he drinks 24 pewters of ale and definitely impresses the locals. At this point he has the equivalent of 13 drinks in his system (24 consumed, -2 via Physical Saving Throw Modifier, -5 via Barbarian's Poison resistance and -4 owing to the passage of time). Given his body mass, this puts him at a Wasted level of intoxication. He subsequently tussles with a couple of brigands trying to roll him on his way back to his quarters but manages to chase them off despite the severe penalties his drunkenness imparts (+6 to Initiative, -6 to Attack and Defense, and +2 to Speed).

Once back in his bunk, he goes to sleep. Eight hours later he still has the equivalent of 4 drinks in his system (24 -2 -5 -13 hours) making him still Buzzed. After two more hours he finally is not intoxicated as the number of drinks in his system has dropped to two (below the Buzzed threshold for a man his size).

He must now check to see if he's hung over. Since he achieved a Wasted level of intoxication, he must roll a d20 (adding his +2 Physical Saving Throw Modifier) versus the GM's roll of d20+4. He rolls a six on the die (total 8) while the GM rolls 15 (total 19). Since he missed by ≥5, he spends the next d20p (8) minutes vomiting. He also missed by ≥10 meaning he's really hung over. The GM rolls 2d4p to determine duration getting a total of seven. Thus for the next seven hours, Kragmar endures penalties of -2 penalty to Attack, Defense & Damage, -10% penalty on skill checks followed by an additional seven hours with penalties of -1 penalty to Attack, Defense & Damage.

Never again he mumbles as he shields his eyes from the blazing sun. Never again…



Drink Descriptions

The Kingdoms of Kalamar contain the usual assortments of beer, ale, grog, mead, wine, rum and whiskey. In addition, there are several special beverages available to patrons in taverns across Tellene:

Ale, Dead Fhokki: Dead Fhokki ale is one of the stiffest drinks available in Tellene*. In addition to its intoxicating potency, it grants the drinker the ability to Speak to the Dead, as the cleric spell. However, this power has several conditions. It can only be used once per night and only lasts one hour per drink. In addition, the deceased must have been a Fhokki. This ale was used by the ancient Fhokki clans to speak with their ancestors before battle.

** By convention, Dead Fhokki Ale is served in 40 ounce (1.2 liter) servings. Ritual demands that a small portion be poured onto the ground prior to consumption in honor of the dead individual with whom the drinker wishes to communicate. It is a bitter tasting barley beverage fortified with grain alcohol. Drinking the entire bottle is equivalent to 13 individual drinks as far as potency is concerned.*

Brandy, Orluian: This drink grants the user a -1 bonus to all his initiative rolls for every three drinks consumed, up to a maximum of four (note: this bonus is offset by the drunkenness penalty since each drink is a shot of liquor. Modern readers may equate this to a Red Bull & Vodka). This effect lasts for one hour per drink. The man who drinks Orluian brandy is usually the last man standing after a bar fight. For every 15 drinks consumed in a year, the maximum initiative bonus decreases by one as the body builds up a tolerance.

Gut Bruiser: This drink is a noxious mélange that is used to test the mettle of newcomers to a bar. When the drink is consumed for the first time, the drinker must make a Poison Saving throw (d20+Constitution vs. d20+11). If he fails, he sputters and spits the drink all over the bar and himself. He suffers a 25% penalty to any social interaction skills (e.g. Glean Information, Persuasion, Recruiting, Art of Seduction, etc) used on any of the bar's regulars. He may try again to drink, but he suffers a cumulative -2 penalty to all his further attempts. Subsequent success reduces the social interaction penalty to 10%.

If he succeeds, he has stomached the liquor. He gains a 10% bonus to any social interaction skills (e.g. Glean Information, Persuasion, Recruiting, Art of Seduction, etc) used on any of the bar's regulars. Every bar has a different gut bruiser, so a check must be made for each new establishment. Once a character has stomached a bar's gut bruiser, he can drink it without further checks.

Honey Brew: This sweet tasting lager restores 1d4-2 hit points per drink consumed (roll d4, 1-2=0hp, 3=1hp, 4=2hp), up to a maximum of five hit points in any 24 hour period. It is also very tasty and easy on the system. The hit points are restored thirty minutes after imbibing the brew.

Liver Squeezings: Made from the squeezings of a female Owlbear's liver, this drink is well known for its healing properties. It restores 1d6 hit points per drink. The hit points are restored thirty minutes after the initial imbibing of the alcohol. Unfortunately, what is less well known is its ability to render humanoids blind. There is a cumulative 20% chance of going blind for each drink after the first. This blindness lasts 3d4p days. Note that abstaining from liver squeezing for a month cleanses the individual's body and resets the chance of becoming blind.

Mead, Orluian: This drink is a weaker form of the brandy of the same name. It grants a -1 initiative bonus to the drinker for every three drinks he consumes, up to a bonus of -2. The effect lasts for one hour per drink consumed. For every twelve drinks in a year, the maximum bonus is permanently decreased by one, as the body builds up a tolerance.

Stout Brown Grevan: This drink temporarily increases the Strength score of the drinker by 0/50 for each drink consumed, up to a maximum benefit of 2/00. This lasts for one hour. For every drink consumed, the maximum effect is permanently decreased by 0/10. After 20 drinks of stout brown grevan, it no longer affects the character for a decade.

Wine, Elderberry: Elderberry wine is very tasty and works as an aphrodisiac. If the imbiber consumers 1 drink (5 oz) of the wine, then for the next hour those persons to whom the drinker might be romantically inclined have their Looks score raised by two (potentially increasing their Charisma as well).

Cannabis

Although hemp generally exists on Tellene as a means to create rope, there are those more experimental members of the population who have figured out that if you light your cash crop on fire and inhale the fumes, it makes you feel sort of nice and tingly.

Smoking Marijuana: When a character first takes a hit of marijuana, either from a pipe or some type of rolled cigarette, they should roll on Table 6.10 Marijuana Susceptibility to determine their personal threshold.

Table 6.10: Marijuana Susceptibility

d8	Effects
1	Almost No susceptibility
2-3	Mild susceptibility
4-7	Average susceptibility
8	High susceptibility

A high character should, generally, be very happy and content, and get along with everyone.

In addition, any character that is at least Pretty High, must make a roll on Table 6.10c: Marijuana Side Effects.

Table 6.10a: Cannabis Inebriation Threshold Level by number of hits and susceptibility

Susceptibility Level	Body Buzz	Pretty High	Totally Stoned
Almost None	4-5 hits	n/a	n/a
Mild	2-5 hits	6-9 hits	≥10 hits
Average	1-3 hits	4-6 hits	≥7 hits
High	1 hit	2-4 hits	≥5 hits

Table 6.10b: Marijuana Effects

Intoxication Level	Effects
Body Buzz	d4 Initiative penalty, -1 Defense, +1 Speed, -1 to Mental saves
Pretty High	2d4 Initiative penalty, -2 Defense, +2 Speed, -2 to Mental saves
Totally Stoned	3d4 Initiative penalty, -3 Defense, +3 Speed, -3 to Mental saves

Table 6.10c: Marijuana Side Effects

2d8	Additional Effects of Marijuana
2	Has a psychedelic vision of the past[2]
3	Temporarily loses 2 points of intelligence d4p hours[1]
4	Temporarily loses 1 point of intelligence for d4p hours[1]
5	Falls into a deep sleep for d6 hours.
6	Suffers severe Short Term Memory Loss for d6 hours[1]
7-8	Becomes a pacifist for d12p hours and will refuse to fight. May employ Full Parry & Fighting Withdrawal fighting styles if attacked.
9-10	Temporarily gains the Glutton flaw for d4 hours, and will eat as much food as is physically possible in that time.
11-12	Becomes Absent Minded for d12p hours[1]
13	Becomes extremely gullible for d4 hours (effect as Gullible quirk)[1]
14	Becomes extremely anxious for d6 hours. (-1 to Mental saves, temporarily gains Guilty Conscience flaw)
15	Temporarily gains the Paranoid quirk for d10 hours[1]
16	Has a psychedelic vision of the future[2]

*[1]Repeated use of copious amounts of marijuana can have negative side effects. A player should keep track of their rolls on the above table. If a player rolls any of the effects with this note next to them more than twice in a six month period, this effect becomes **permanent**. Of course, beyond a general lecture about the dangers of drugs, you should not inform your players of this.*

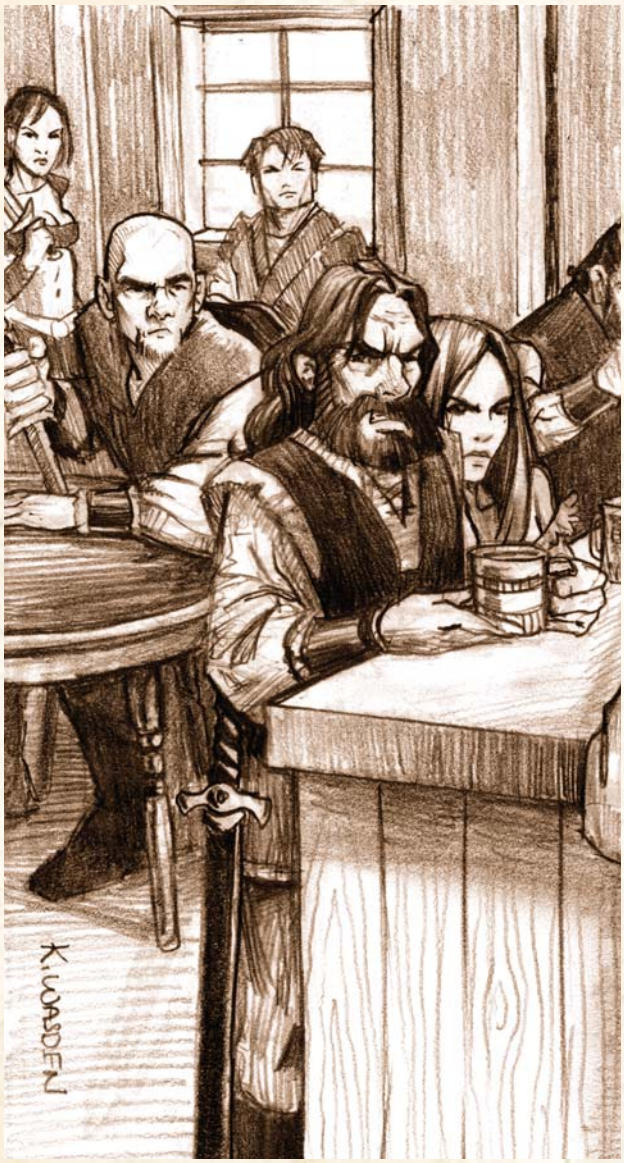
[2]Psychedelic visions are at the discretion of the GM to describe. You might use this opportunity to nudge the party in a helpful direction, or to totally confuse them.

Opiates

Opium exists in the world of Tellene, although it is not very common and not entirely understood. There are few, if any recreational users, as skilled healers and herbalists have learned to make teas and resin from the plant. Its effects can be pleasurable, but its main purpose is as a healing aid for major injuries.

Ingesting Opium: Taking Opium makes a character extremely euphoric and groggy, with additional debilitating effects that are similar to drunkenness. Furthermore, opium is extremely addictive. Opium is always sold and taken in prescribed amounts, and, therefore, there are not really stages of intoxication as there are with other drugs.

Effects of Opium Intoxication: The immediate effects of Opium intoxication are the same as those of being Sloshed (+1 morale level and -15% to Resist Persuasion, +3 to Initiative, -3 to Attack & Defense and a +1 to Speed).



Despite these penalties, there are advantages that may well merit taking opium. It provides the benefits of the *Analgesic* spell on the user (Trauma Checks are made with a -4 bonus). More importantly, characters under the effects of Opium heal as if they were receiving Nursing, but remain able to engage in rigorous physical activity and normal adventuring.

Recovery Time/Onset: Users will feel the effects of the Opium after 20 +d10p minutes. These effects will last for d10 hours minus a character's Physical Saving Throw modifier.

Overdosing: Dying from an overdose is really not possible with the less refined level of opiates in the world of Tellene. However, should a character take more than the prescribed amount of opium they must make a Physical Saving Throw vs. a d20 + 12 to remain awake, and the negative effects of the drug are doubled.

Addiction/Tolerance: Opium is extremely addictive. There is a chance that the user will come to need its pain relieving qualities. The first time opium is used presents no chance of addiction. Thereafter, there is a cumulative 5% chance per subsequent use within a six month period that an addiction check needs to be made. Should a roll be needed it is represented as a Mental Saving Throw against a straight d20 rolled by the GM.

Characters who become addicted need to take Opium at least once a day. If they do not, they suffer from physical withdrawal, which continues for d3 weeks or until the character begins to ingest Opium again. Any character suffering from withdrawal is penalized as if they possessed the Migraine flaw (q.v.) albeit at the diminished effect. Should the character ever take opium again, he is immediately addicted as he will be a recovering addict for the rest of his life.

Characters begin to build up a tolerance. For every four uses of Opium by a character in a six month period, the prescribed amount they must take to gain its effects doubles. This has the effect that a character must either take the regular amount and see all of its bonuses and penalties halved, or take twice as much and see the risk of addiction grow much greater.

Stimulants

There are natural stimulants in the Kingdoms of Kalamar – herbs and teas that contain caffeine and can be drunk, chewed or eaten. However, the effects of these drugs are no more than a normal cup of coffee. There are no refined stimulants or synthetic speeds in Tellene. The effects of drinking or ingesting a normal amount of a stimulant are a -1 bonus to initiative.

Furthermore, caffeine serves as an appetite suppressant (see Starvation p. 73)

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AGING EFFECTS

If your players' characters live long enough to concern themselves with the onset of decrepitude from natural aging, congratulate them on a long-fought and successful career! They are truly survivors and their exploits will provide many a night's tale at the local brew pub.

Humans gain size and strength as they mature, eventually trading virility for wisdom as they approach their inevitable death. Dwarves and halflings exhibit similar traits, albeit over a longer period of years. Elves, however, do not physically age once reaching maturity.

Table 7.1a: Character Aging Milestones

Race	Adulthood	Middle Age	Geezer	Max
Dwarf	50	110	175	250+3d10
Elf	144	n/a	n/a	n/a
Gnome	40	201	330	400+10d12
Gnome Titan	38	175	300	370+8d10
Grel	35	80	125	180+2d8
Half-elf	25	55	85	125+2d6
Half-hobgoblin	22	50	75	110+2d6
Half-orc	13	30	45	65+1d6
Halfling	33	75	111	160+2d10
Human	18	41	62	90+1d10

Table 7.1b: Character Aging Effects

Age	Str	Wis	Dex	Con	Lks
Middle Age	-1	+1	0	-1	-1
Geezer	-2	+1	-2	-1	-2

Though they receive the benefit of accrued wisdom, their mortal form is timeless and unchanging.

There are, of course, more insidious magical effects that can prematurely age a character. Should a character age naturally or, voluntarily or not, suffer this type of metabolic trauma, his player may need to apply the (cumulative) adjustments given in Table 7.1b. Note that adjustments cannot cause an ability score to exceed 20 or drop below 3.

GROUP (PARTY) HONOR AND FAME

Whenever two or more characters team up and begin spending time together, they begin to form Group Honor and Group Fame. These stats are similar to their individual counterparts in the way that they affect others' viewpoints, except that they reflect on the group as a whole rather than the individuals. Group Honor includes the Honor of any henchmen, sidekicks or cronies in the group (hirelings and followers do not figure in). Group Fame and group Honor also apply to military units, thieves' guilds, secret organizations, churches, etc.

Group Fame

Group Fame is equivalent to the Fame of the character with the highest Fame, plus one point for every other character in the same Fame category. If the character with the greatest Fame has a Fame that is 10

NOTE:
Aging effects are cumulative

or more points higher than the next highest character, then outsiders will begin to refer to the group by that character. For example, if the highest Fame character of the band known as 'The Red Guard' is the fighter, Ragnar Freitag, and his Fame exceeds the next highest member's Fame by 10 or more points, locals might start referring to the group as Ragnar's Red Guard or the Red Guard of Ragnar.

Group Honor

Group Honor is an average of the Honor values of those characters comprising the group. Use an average of the character's levels to determine the Group Honor category (e.g., Low, Great, etc.). Sidekicks and henchman traveling with the group are counted to the average Group Honor calculation as well as category; however, each such NPC should only be counted as half a member for this determination. For example, if a group has 5 PCs plus 2 henchmen and a sidekick, sum their Honor values and divide by 6½ (5 PCs plus 3 x ½ NPCs for 6½ total) and do likewise with levels to determine the Honor category.

Each month the party adventures together, you should recalculate the Group Honor. Then, for any characters not in the same Honor category as the group, modify that character's individual Honor one point closer to the Group Honor Category. For example, if the party has Average Honor, any characters in Low Honor gain one point of Honor that month, while any characters in Great Honor, lose one point. This means those characters with low Honor will benefit by being part of the group and having their Honor raised. Those with high Honor will find their Honor being slowly dragged down by the others. Remember that any henchmen or sidekicks who are actively part of the group (i.e., traveling and camping with, not related but spending their days in another city) also move one point toward the new average.

Honor Tokens

Group Honor and Fame can be symbolized in a device called an Honor Token. Group Honor Tokens take many forms such as battle standards, flags or crests. They are publicly displayed when the group travels or goes into battle. Such tokens physically represent the group's Honor. They are usually designed so that they can be folded or disassembled and stored in a special pouch or case when not in use.

Group Honor Tokens must be prominently displayed whenever the group is engaged in mass combat (on the field of battle, not in dungeon situations). If displayed while travelling, the group and all it is members (including horses) automatically improve their Fatigue Factor by one point. If it is lost, stolen or defiled in any way, each party member's Honor drops by 10 percent.

Members of a group (together for more than a month in the case of new groups) with a Fame greater than 20 must have an Honor Token or the Group Honor cannot increase until the group/clan acquires one (or regains or replaces the one they lost). If a group loses its Honor Token through theft or carelessness, it may not create a new one unless it finds evidence that the original one was destroyed or it recovers the original and retires it with an appropriate ceremony.

Honor Token Benefits (when displayed)

- Fatigue Factor improved by one point
- +1 for one die roll per session
- Morale improves one category
- +1 Honor per month

Members of a group with Great Honor going into mass combat under a Group Honor Token receive a +1 bonus to all their saving throws, attack rolls and defense rolls, cumulative with any bonuses due to individual Honor.

If the group/clan's Honor is dishonorable, everyone fighting in the group suffers a –1 penalty to all of their saving throws, attack rolls and defense rolls. Note that if a dishonorable group or party decides to leave their battle standard behind and simply not carry it into combat they would still suffer the –1 since without an Honor Token the group's Honor is automatically dishonorable when engaged in mass combat.

Effects of Party Alignment on the Individual

Characters of differing and even opposing alignments may find it to their mutual advantage to work together toward some common goal or aim. The professional mercenary party is a perfect example of such an enterprise.

Each member, regardless of his alignment has his own agenda. The cleric wants to raise money to build a temple. The fighter wants to raise a grub stake so he can build a keep, attract maidens and have his friends over for ale and darts. The mage wants to gain entry to one of the secret magical societies and the thief wants to overthrow the master thief and rule the local thieves' guild.

None of these individuals has the means and ability to achieve their goals on their own. Skilled allies are in short supply and finding a party comprised completely of members of the same alignment is difficult. So, the end result is that compromises are often made. The lawful cleric looks the other way when the party burns a village of innocents and professes his hands are clean since he didn't take an active role.

Of course players wish it were only that easy. Certain character classes do not allow the luxury of such compromise no matter how beneficial it may be to the character's well-being or career. For example, under no circumstances could a paladin adventure with an evil character (unless he was unaware of that character's outlook on life). Players should tread lightly and be wary of entering a party of wildly mixed alignments, since adventuring with those of differing outlook can be riddled with unexpected perils and risks.

HackMaster has a built-in mechanic for dealing with this situation. For every Honor award given, a full 25% is based on appropriately roleplaying alignment. If a character pals around with those of wildly different alignment from his own (and show it), he will find his Honor either increasing at a slower rate or potentially decreasing. Remember, if Honor drops low enough, it triggers an alignment change. Never has your mother's advice in high school been more accurate than in HackMaster, for "you are who your friends are" rings true. This reflects the tendency for adventurers to bond and become like-minded as they face trial after trial as a team over the course of time. In order to maintain his alignment, the challenge for the PC is to constantly take actions appropriate to his alignment that counters this tendency to drift.

A character whose alignment is opposed to that of the party is far more likely to see shifts in his alignment based on inaction rather than action. A lawful good fighter adventuring with a party of chaotic evil alignment and standing by silently as his fellow party members wreak havoc on the countryside is not going to remain lawful good for long. Silence implies consent and, unless he actively protests or has a very valid reason for his inaction, he will soon find his Honor plummeting and alignment shifting toward evil and chaos.

As a general rule, parties comprised of characters with diametrically opposed alignments, while not restricted, is a bad idea. Neither the player nor GM should preclude the establishment of player parties of mixed alignment. If a player wants to play a chaotic evil character and everyone else is playing lawful goods he should still be allowed to do as he pleases. You should take a "let the dice fall where they may" attitude and see what develops. HackMaster, after all, is about interaction and conflict. Some wonderful role-playing opportunities can be generated from such mixed-groups. After all, how many novels and movies have you read that dealt with good and not-so-good characters working together toward a common (albeit short-term) goal?

Whenever a group of two or more individuals has a common goal or where there is something to be gained by working together, members of different alignments can and do work together well. Take World War II, for example. The British and Soviets had drastically opposing philosophical views (and nearly went to war in 1905) but when faced with a powerful common enemy they were able to work together (more or less effectively). To be sure each party had it is own agenda and reasons for cooperating. And when the common enemy was vanquished, the partnership quickly disintegrated and the former allies rapidly became enemies again. So it is with dungeon delving groups. If a character can justify traveling with another character of an opposing alignment, there is no reason he should not be allowed to do so. But he should realize there will likely be negative repercussions over the long haul.

To be sure, parties comprised of characters of different alignments are going to have a host of problems. The party members each possess radically varied worldviews that make cooperation and group cohesion extremely difficult. For example, a strict lawful good and a chaotic neutral would find their adventuring marked by animosity and mistrust. Are they different enough to break the party apart? Will this interfere with the planned adventure or campaign? It all depends on what the group is working toward. Wildly different characters can find ways to work together without compromising their moral values, while at the same time making adventures amusing (at least) and maybe even successful in spite of the group's problems.

One party member may be in favor of killing a prisoner of war while another member is opposed to it. Let the players debate the issue and work it out for themselves. While some lesser GMs may see this as a potential campaign wrecker the veteran GM sees it as an excellent opportunity for role-playing. Such in-character debates help flesh out characters and establish identities. What will happen when the cleric realizes that his association with the party comes with a price and that his own worldviews are now in question? If things come to a head the cleric may realize he has to leave the group or risk changing his alignment. Perhaps he will recruit more followers of his religion in an attempt to swing the balance.

Again, there can be some differences with party alignment that cannot be overcome. Paladins as well as clerics cannot knowingly pal around with diametrically opposed characters under any circumstances. Let players role-play their characters and discover and deal with party member alignment problems on their own. Again, this is an excellent tool for encouraging role-play.

OATHS

Blood Oaths

A blood oath is the simplest form of oath to make. All that's needed is a witness. When a character swears a blood oath he is literally swearing by his Honor. Blood oaths are usually made when a character promises something. For example, the ranger, Renorian Renblas wants to take a short cut through the realms of Harg the Half-Orkin in order to cross a river before the spring thaw. Harg refuses to let him do so unless he swears a blood oath that when he returns to his homeland he will not talk about what he has seen in Harg's lands. Renorian readily agrees and Harg takes him at his word and allows him to pass.

Table 7.2: Breaking a Blood Oath

d20	Honor Lost
01	50%
02-05	25%
06-09	20%
10-13	15%
14-17	10%
18-19	5%
20	1%

If the blood oath is broken (intentionally or unintentionally) the character loses face (Honor) and must immediately roll on Table 7.2.

Note that keeping/making good on a blood oath has no benefit whatsoever. A person is expected to keep his word so no incentive is given. If breaking an oath results in a negative Honor it is recorded as such.

God Oaths

A god oath is the most solemn of all oaths. Here a character isn't swearing by his Honor but by his patron god. Breaking a god oath is a dangerous thing. It is cause for immediate loss of 50% of Honor and loss of anointment (if any) to the god in question. The character can never again be anointed to that god or any god of the same or adjacent alignment. If a cleric or paladin breaks a god oath, he is excommunicated in the eyes of his god (although mortals may not know this fact), can no longer receive spells, and loses his paladinhood. In effect, that god itself is enforcing the oath or agreement and is responsible for meting out punishment.

SOCIAL STATUS

The most important thing for a GM to know when it comes to economic and social class is that money and prestige = power. The vast majority of people in the Middle Ages were part of the lower class, and it's a good bet that your player characters will start out that way as well. Therefore, you will want to strike from your players' heads the notion that they will start out the game wealthy and important personages in full, shining plate mail and their own personal manservants. If you really want to run a campaign involving the bratty children of the nobility, it is, obviously, your prerogative – but we don't endorse it. Money and connections can be used to circumvent many ordinary challenges you may wish to lay before your players thereby robbing you of potential plotlines and invariably nudging you toward the tired end of the world trope.

However, if your players are insistent on receiving lands and titles, there is nothing stopping you, as the GM, from turning their greed against them. Perhaps they are the children of a particularly terrible King who was burned at the stake during a popular revolution. Maybe those lands they've inherited are full of werewolves. Or perhaps their dear old father owes a tremendous debt to a powerful figure that is intent on them repaying it to him.

The Social Classes are as follows:

Slaves: They're slaves, serfs or indentured servants. The distinguishing feature of this social class is that members are unfree and bound by the authority of a master. It may well be the case that unfree peoples are actually better off than the dregs of the LLC. However, that class' destiny is in their own hands and they are not restricted in their ability to relocate or seek other opportunities. Slaves typically derive from warfare and conquest. Most societies on Tellene do not have the concept of being born into slavery (the slave state of Pel Brolenon being the main exception).

Lower Lower Class: This is the absolutely lowest stratum of free society. Most members fall into this category by engaging in pursuits objectionable to the community such as thieves, whores, drunks or degenerates. Tangible economic success may improve such persons' standing though. Others falling into this class are the truly destitute with no fixed abode as well as persons known to be escaped convicts or slaves.

Middle Lower Class: The vast majority of people fall into this class. While most have a permanent residence, their few possessions are usually of poor quality and malnutrition is a constant concern. Tenant farmers typify this stratum but conscript soldiers and itinerant or day laborers are just as representative.

Upper Lower Class: Possession of capital marks the difference between members of this circle and their lessers. In most circumstances, this consists of a plot of land owned by the family sufficient to meet their needs and in many years capable of producing a marginal surplus. Other examples include herdsmen with a sizeable flock, tradesmen and artisans with sufficient mastery in their craft to sustain year-round employment or sole proprietorship merchants. The key is that they own the means of production and that it provides a small cash surplus.

Members of this class have more possessions though most, save those essential for their livelihood, are of shoddy quality. Many will have a small nestegg of copper or trade coins or a marginally valuable heirloom they could sell in times of hardship.

Lower Middle Class: The transition to middle class is marked by greater prosperity. A clear indication of this (and one certain to be observed by one's peers) is the wherewithal to hire a few employees. Members of this class are likely to follow many of the same pursuits as those in the upper lower class albeit with the means to hire several farmhands, to take on apprentices or to staff a store.

Entrants into the middle class are very conscious of their position and most of their possessions are of average quality. Many will have a reserve of dozens of silver coins.

Middle Middle Class: Those in this order are generally notable in their communities as they command the economic livelihood of dozens of men. They are unlikely to work themselves except in a supervisory role. Farmers will have several dozen acres of land manned by a few families of tenants. Tradesmen will be masters with a few journeymen in addition to apprentices. Others that belong to this order are municipal officials and artisans with rarified skills such as goldsmiths, jewelers and blue water ship's captains.

Upper Middle Class: This is the highest social rank a non-noble can achieve and includes the wealthiest and most influential individuals not of peerage. Guild masters and high officials are typical representatives. Such people are served by or direct underlings exclusively from the middle classes.

Lower Upper Class: Great landed gentry, generals and marshals, greater officials and knights (as well as their families) are principal examples of this class. They are the upper class people who still have day-to-day responsibilities.

Middle Upper Class: These are local rulers answering only to a sovereign. These nobles run the day-to-day lives of most of the people on Tellene. There is wealth involved, but more than that there is prestige and power: the ability to give orders. Sample titles include: Duke, Viceroy, Marquess, Earl, Count, Viscount, Baron and Baronet.

Upper Upper Class: These are the wealthiest and most powerful members of society, sovereign nobility and royalty. They hold all the land, all the armies, control the best artisans, and generally do as they please with the lower classes. Typical titles of such individuals are: Emperor/Empress, King/Queen, Grand Duke, Archduke, Prince-Elector, and Prince/Princess.

Given the hierarchy of pre-industrialized societies, players will hail from the lower orders (see Table 7.3). This is both a reflection of demographics (even 1 in 10,000 is too high a random chance for a PC's parents to be nobility) and a balancing factor. Being the scion of a Duke simply affords a beginning character unbalancing power. Sure, there are steps you could take to remedy this but step back and look at what you're doing. In order to compensate for a freakish roll, you are now obliged to weave a complicated backstory to rob the PC of all of his birth advantages because somebody felt that there should be a small chance that a PC could be born into a family of wealth and power.

Why doesn't he begin play with plate mail, a warhorse, a squad of expert bodyguards – hell, even a whole regiment – and, perhaps most importantly, the authority to issue commands to any NPC in the campaign? For gods' sake, *he's the son of the Duke!*

Characters desirous of beginning play with an elevated social status may opt to purchase the Parvenu proficiency (see end of chapter).

Keeping up with the Jones': Social status is ALL about keeping up appearances. Thus a PC MUST spend an extra amount of money each month signaling to others his elevated social position.

You can call yourself Middle or Upper Class all you like, but if you are constantly demeaning yourself by not engaging in conspicuous consumption like your peers, you will quickly find yourself moving down the social class table.

Table 7.3: Player Character Starting Social Class

d100	outcome
01-10	Slave Class*
11-25	Lower Lower Class
26-60	Middle Lower Class
61-00	Upper Lower Class

** For this result, roll a 1d20. 1-5 indicates character is a runaway slave. 06-15 indicates the character is an escaped criminal (GM to determine the crime – note that a character may have been wrongly convicted of said crime or the statute in question may be unjust) 16-20 indicates character was stripped of all rank and title by his native culture and banished.*

Table 7.4: Conspicuous Consumption by Class

Social Class	monthly minimum conspicous consumption
LMC	5 sp
MMC	15 sp
UMC	35 sp
LUC	200 sp
MUC	300 sp
UUC	500 sp

NOTE: ***Conspicuous consumption*** refers to individuals who buy expensive items *for the express purpose of displaying wealth and income* rather than to cover their real real needs. It is used as a means of signaling status. In practice, this mandatory expenditure cannot be satisfied by ordinary outlays for meals, lodging or equipment. A simple rule of thumb is that *if a purchase provides an in-game benefit (or avoids a penalty) it is not conspicuous.* Thus a suit of plate mail, while expensive, also has great utility for the individual wearing it and is not a conspicuous purchase. Opting for the most expensive food or drink at an inn, upgrading to private rooms, purchasing fine clothing or simply footing the bill without an explicit *quid pro quo* are acceptable examples.

A miser may well maintain his economic status but will become a pariah amongst his former social peers if he refuses to abide by social niceties and conventions or to "keep up with the Jones'". Conversely, a prestigious family may render themselves destitute in a desperate bid to maintain their social status despite no longer having the financial means to easily do so.

Players should view this as an opportunity to role-play. Since they are committed to conspicuous consumption once attaining a certain social status, they have the opportunity to spend a little (or a lot) more on entertainment, accommodations, drinks or personal equipment. Note that this expenditure is an ongoing monthly expense. A single large splurge does not 'roll over' to cover upcoming months. It is the minimum that must be spent each and every calendar month.

If circumstances beyond the character's control, such as an extended journey in the wilderness, prevent such expenditure, it must be made good at the first opportunity. Failure to maintain conspicuous consumption results in the loss of one point of Honor per month. Should this drop a PC into Low Honor, he loses one rank in social class.

Obtaining Higher Social Rank:

Those who chose to lead an itinerant lifestyle scouring the globe in search of treasure will be hard pressed to advance in social rank. They possess none of the conventional markers of social status such as property, servants and reputation.

A character's social background (i.e. his starting social class) will mark him with distinctive mannerisms and/or speech patterns that belie his background. However, a display of wealth is one means of announcing that you're successful enough to have climbed out of the lower lower class cesspool you were born into. One may wear expensive garments and jewelry to accomplish this feat but in so doing may also attract the interest of thieves. An alternative is to passively display one's wealth via expensive military hardware. Either way, this conspicuous display will effectively promote a character from a lower class to the minimum social class for that wealth threshold. It is unnecessary for an individual born to a particular social class to display appropriate wealth as he already possesses other social cues that signal his status. It is only necessary to do this in order to *gain* status.

Table 7.5: Wealth Effects on Class

Effective Social Class	Demonstrable Wealth
MLC	200+ sp
ULC	500+ sp
LMC	1000+ sp
MMC	5000+ sp
UMC	15000+ sp

Thus an individual wearing chainmail is presumed to be no less than middle lower class despite evidence that, were he wearing cheap leather armor, he was a ruffian or brigand. Similarly, a fighter wearing plate mail, sitting atop a courser in chain barding will be presumed to be a successful mercenary captain (despite his rough manners) and thus accorded the respect one would give to any member of the lower middle class.

Another way to gain social rank is to augment your reputation. In game terms, this means Fame. Achieving a certain level of Fame will boost your social status. See Table 7.6 for details.

Table 7.6: Fame Effect on Social Class Advancement

Fame	Modifier
≤10	No effect unless Upper Class (if so reduce social class by one)
11-60	no modifier
61-100	+1 advancement in social class (Social progression limited to UMC if untitled)
101-200	additional +1 advancement in social class (Social progression limited to UMC if untitled)
201+	additional +1 advancement in social class (Social progression limited to UMC if untitled)

Of course, one can never reach the nobility in this manner alone. At a certain point favors will have to be called in, or quests completed that grant the PC's lands and titles, otherwise there is a natural ceiling at Upper Middle Class. It should also be noted that no good ruler would simply let a person in his lands amass obscene wealth and thus challenge his authority! Players will almost certainly begin to deal with the nobility as they increase their wealth and status.

Fame and Infamy

Fame indicates the extent to which a character's deeds and exploits are known (and spoken of). Evil characters have Infamy, good characters have Fame and neutral characters have either Fame or Infamy, depending on the viewpoint of the observer (as the actions move away from the observer's core beliefs, Fame turns to Infamy and vice-versa).

Fame is the oft-overlooked little sibling to the big three of awards. This is, of course, odd and a bit amusing since most players want to become famous heroes. How exactly do they expect to do that if they don't earn Fame? Fact is, most players figure it out eventually and begin to work on Fame in earnest to catch up. That's because Fame becomes very important in the latter stages of a typical HackMaster campaign. Your players will eventually push to become movers and shakers, influence rulers, and so on. Without Fame, these goals become difficult or even completely impossible.

Fame is a measure of how far knowledge of a character and his deeds extends beyond his clan and circle of comrades. Fame is not an indication of how well respected or liked a character is, or whether or not he's a good or bad person. It simply indicates renown. When a character is famous, your NPCs may seek him out directly, it will be easier to obtain an audience with nobility, hangers-on and sidekicks will seek him out, and he might get offers and favors. He might also find it easier to gain political posts and harder to be convicted.

The downside for the famous PC, however, is that NPCs recognize him wherever he goes. Openly committing a crime without being recognized, or remaining incognito becomes nigh impossible. Such a PC's Honor whether high or low precedes him, such that strangers even in areas where the PC has never been know the character's reputation. Commoners and nobility alike spread gossip and rumors about him while others such as hangers-on and various hirelings of every stripe seek him out, looking for work, handouts, a free ride or maybe just some excitement. Obviously this presents you with an excellent opportunity to create conflicts, irritations and burdens of untold variety for the PC – characters looking for silver, favors, endorsements, recommendations, contributions or just Fame or Honor for themselves.

Each character's Fame begins at zero, though this may be modified by his Looks and possibly Talents, Flaws, Honor and so-on as described in the Player's Handbook.

Individual and Group Fame

Group or family Fame can be calculated in much the same way as group Honor. Likewise, it also causes the adjustment of the Fame of individual members of the group on a periodic basis. Follow the same process for adjusting individual Fame due to group Fame as you would for Honor, except that Fame only increases toward the average, it does not decrease from associating with non-famous individuals.

Game Benefits

As a character's Fame or Infamy rises he will soon discover that his reputation precedes him as his moves from area to area. If he is greatly feared and has a reputation for burning and looting villages, he may find that his enemies are fleeing long before his arrival (or making preparations to defend themselves against him).

- When facing intelligent creatures, characters or monsters, for every 50 points of Fame an individual possesses in excess of his opponent, the less famous combatant suffers a –1 Attack penalty and a +1 second penalty to Initiative.
- A character's Fame influences some rolls on hireling tables (p. 181) and NPC encounter reactions (p. 65) as described in those sections.
- Fame modifies morale as explained in Chapter 9: NPCs (p. 184)
- When a character's Fame reaches Epic he is considered a great hero, suitable material for grand songs, lengthy folktales and the like. Achieving this level of fame makes the character a polarizing figure. Those of an opposite alignment or belief will single him out as the living embodiment of everything they despise. Conversely, those with some commonality (beliefs, patriotism, etc) will see him as an exemplary symbol of that which they hold dear. Essentially, those who might like the character are more disposed to treat him with respect, while those who dislike the character are even more likely to hate or detest him for his superior qualities.
- Finally, there's a 25% chance that the character's clan will attempt to arrange a marriage for the bachelor character. The character is under no obligation to accept the offer but refusal will anger his clan and result in a –2 penalty on all subsequent encounter reactions with members of the clan.

Categories of Fame

Fame falls into several categories.

Obscure (1-10): Only a few people in the local hamlet, thorp or village talk about you and your deeds.

Local Personality (11-20): Seems like everyone in the nearby town knows who you are and your deeds. Many people in the nearest city have heard tell of your exploits.

Minor Celebrity (21-70): Seems like commoners all across the county know about you. When a character's Fame reaches 40 for the first time, his name begins appearing in popular songs and stories as a minor or local hero (or villain) of mention. In addition, there is a 10% chance per week that a notorious foe starts boasting of his ability to vanquish the character (in a direct fight; in a contest; through his unit, army or guards; economically; or any other activity). For example, a wizard may challenge your mage to a duel, while an economic rival boasts that he produces better goods than the character. If such boasts reach the character's ears, and he refuses to seek out and defeat the foe, he suffers a loss of 20% Honor.

Major Celebrity (71-100): You're extremely well known. For example, the person working on the docks in the next city over has heard of you, and how you killed a 10-headed hydra with a rusty dagger while blindfolded.

Famous (101-200): You and news of your deeds can occasionally be heard even in lands on the other side of the continent.

Epic (201+): When a character's Fame reaches 201 he is considered a great hero, suitable material for epic songs, lengthy folktales and the like. The character automatically gains an additional +2 bonus on all reaction rolls with characters of lesser Fame. Essentially, those who might like the character are more disposed to treat him with respect, while those who are more famous now start to treat him as a peer.

Table 7.7: Fame Awards

Event	Award	Notes
Gaining a level	1	Upon leveling up when undergoing formal training only
Completing an Adventure or Quest	1	Must be publicly known, advertised, Once per level only.
Acquiring land and building a stronghold	50	One time event; only available after 20th level.
Rising in Social Class	varies	One time per social class advancement.
Crazy Heroic Feat	1-5	Must be witnessed. Once per level only.
Hiring Minstrel/ Crier	1	Once per level only
Exercise Bragging Rights	1	Once per level only
Reaching Great Honor	5	One time event only
Reaching Legendary Honor	15	One time event only

Further, any powerful magic item the character possesses has a chance to become associated with the character on a more or less permanent basis. For example, a particular hero's magic sword may become known as *The Blade of Sir Kalahad*. This designation may be transitory if the hero's residual fame is less than 100 but is otherwise permanent.

Weapons are most likely to receive this association but other items may be so monikered depending on the degree to which said item was known to be prominently brandished by the hero or significantly factored into some epic tale.

The chance of a particular item acquiring this status is 1% per point of Fame over 200 plus 10% if the hero is in Great Honor (and +25% if in Legendary Honor).

Awarding Fame

You should award Fame when you award experience and Honor as appropriate. Table 7.7 offers guidance on the amount to award for certain actions or occurances.

Gaining a level: Whenever the character trains formally with an instructor or in some form of school or institution, he earns one point of Fame.

Completing an Adventure: Once per level, the character can receive a point of Fame if he completes some form of mission, deed or quest that has been formally advertised or is somehow recognizable to the populace. At your discretion, this could be a temporary 10-point award that fades to one point after a week to allow for some temporary local celebrity.

Building stronghold/acquiring land: Once the character builds a tower, fort, church, castle, or somehow acquires ownership and control over a considerable tract of land, he can earn this substantial award. Note this is available only after 20th level as the character must be of sufficient power for others to take note. This is a one-time award and is lost completely if the holdings are lost or overrun (regaining can return 25 points of the award, however).

Rising in Social Class: As one advances in social class, one's Fame tends to increase. This is an upward spiral because as one's Fame increases, it helps him increase his social class. Table 7.7a: Social Class effect on Fame lists the Fame benefits associated with each social class.

These gains are only available at Middle Class and higher as lower social classes are really not notable at all. Additionally, the opposite can occur (reductions to Fame) in rare cases when a PC's social class drops.

PCs that begin as members of the middle classes receive these bonuses automatically.

Table 7.7a: Social Class Effect on Fame

Social Class	Cumulative Fame Bonus
LMC	+1 Fame
MMC	+1 Fame
UMC	+2 Fame
LUC	+4 Fame
MUC	+8 Fame
UUC	+16 Fame

Crazy Heroic Feat: This one is left to the GM's discretion with a variable value of 1-5 points. If a player has a character who pulls off some incredible feat of combat, spell use, skill use or the like, either by some incredible die rolls or careful planning and your players (and you) end up marveling at the exploit in real life, that's a pretty good indication that the character

deserves an increase in Fame because of it. Use a range of 1-5 points of Fame as a guideline with one being a minor stunt and 5 being something really uncanny. There should be witnesses but even if there aren't, the character may still gain the Fame by trying to spread the word via bragging rights or other methods described herein. No more than 5 points per experience level may be gained from this method.

Hiring Minstrel/Crier: In addition to the normal methods, one can try to squeeze out additional Fame by hiring bards, criers or posting notices about his exploits. Success is a function of Honor – Great and Legendary Honor affords automatic success, Average is 75% likely to succeed, Low only 50% and Dishonorable only 25% likely. If you judge the methods used as effective in spreading the word, and the aforementioned roll is successful, the character receives a one-point increase in Fame. This method is only effective once per level or month, whichever is longer.

Exercise Bragging Rights: Boasting publicly can also increase Fame. This can be as simple as the character frequenting inns or taverns and telling his story to anyone who will listen As with hiring a crier or minstrel, success is a function of Honor – Great and Legendary carry 100% and 120% odds of success, Average is 75% likely to succeed, Low only 50% and Dishonorable merely a 25% chance. If the story is false, the character suffers a 1-25% penalty to the Honor check – determine the extent based on the amount of falsehood involved, a slight embellishment should carry little or no penalty and Skilled Liars avoid this penalty with a successful skill check. Those caught in such a lie do not lose Fame but they do lose a point of Honor. If successful, the character receives a one-point increase in Fame. This method is only effective once per level or month, whichever is longer.

Reaching Great Honor: This award is only available one time, upon first attaining Great Honor.

Reaching Legendary Honor: This award is only available one time, upon first attaining Legendary Honor.

Fading Fame

Just because a character does something to boost his or her Fame does not mean he can sit back and coast on that event forever. Eventually people will put a character in the back of their minds and perhaps even forget their most daring deeds! In game terms, this is represented by the fact that Fame decreases at a rate of 1 point per game month. This loss of Fame can go no lower than 10% of the highest Fame the character ever obtained, so as a PC's fame increases, you should inform him that he must record not just Fame, but also the minimum 10% score. Naturally, the character can and should continue to perform activities that increase his Fame.

For example, lets say that a high-level mage, Justin Andronicus II, has recently taken ownership of a town, which he renamed Justintown. Gaining the town and the various amazing and miraculous deeds he performed to save it have boosted his renown to a Fame score of 106 and many throughout the continent have heard of him. After disappearing into the east on a lengthy and fruitless journey with his minions, Justin returns to his town a year later. Since his Fame dropped one point per month, it is now 94. He is welcomed back to town as the famous hero he is, and is still a major celebrity in the next city over, but those in other lands have already forgotten his deeds. If he retires completely, centuries after his death, only those living in and near Justintown will remember him (10.6 being borderline between Obscure and Local Personality Fame).

NEW PROFICIENCIES

Brick Laying (4BP): With the assistance of carpenters to emplace joists and other structural elements, bricklayers are able to construct the outer shell of buildings up to two stories tall that are notably more resistant to environmental hazards such as wind than their wooden or straw counterparts. They may also build a freestanding wall up to eight feet in height.

More complicated building projects necessitate the design expertise of an engineer of advanced or greater mastery.

Butcher (3BP): A butcher knows the proper procedure to slaughter livestock or game animals, and how to cut up the carcass to provide the most meat. He knows how to trim away the fat, if desired, and get rid of everything that is inedible. As a general rule, assume that most mammals provide about 50+2d4% of their weight in usable meat. This may vary depending upon the genus, species (pigs provide an incredible 68+1d6%!) or individual.

A butcher needs a sharp knife (and the animal, of course) in order to use his proficiency.

Animals sized Large or greater also require a weighty hammer or similar tool.

Farrier (3 BP): *prerequisite – Blacksmithing/Metalworking ≥26*

A farrier is a specialist in equine hoof care, including the trimming and balancing of a horse's hoof and the placing of shoes to the horse's foot.

Mason (8BP): *prerequisite – Mining ≥26*

Masons are able to construct many different stoneworks, including walls and roads. More importantly, they have the ability to quarry stone, and to recognize good stone. No large-scale construction project that utilizes stonework should ever be attempted

without the supervision of a mason, who can supply and inspect the necessary materials.

Pygmalion (10 BP): *prerequisites – Etiquette/Manners, No Accent*

By learning to instinctively mask telltale social class mannerisms and traits, the character can blend effortlessly with her social betters. This talent grants a +1 rank to Social Status. Note however that this bonus is capped at Upper Middle Class as further advancement is dependent upon peerage.

Nautical

Rigger (5 BP): *prerequisites: Advanced Rope Use, Average Climbing/Rappelling*

This proficiency is essential for handling a rigged ship as without it the sails cannot be effectively employed to utilize the wind for motive power. Riggers know how to rig a ship while underway (rigging the stun'sls; rigging the braces, lifts, tacks, sheets, clews, and bunts; how to raise and lower heavy sails; how to bend sails to the spars and reeve the running rigging; how to box haul or club haul the ship).

Seaman's Cant (1 BP): This proficiency provides the user with expanded maritime vocabulary and jargon. This includes visual familiarity with all naval technology and the ability to effectively communicate with sailors in regards to the myriad of tasks that must be performed to sail and maintain a blue water vessel.

Able Seaman Skill Suite (24 BP): An able seaman possesses the following proficiencies and skills:

Laborer
Maintenance/Upkeep
Rigger
Seaman's Cant
Rope use (Mastery=51)
Climbing (Mastery=26)
Swimming (Mastery=26)
Observation (Mastery=26)

Individuals taking this suite receive the four proficiencies noted and achieve the stated skill mastery in the four skills. Note that there are no skill mastery die rolls involved. If a PC already exceeds the minimum mastery in a listed skill (or possesses one of the proficiencies), he simply received a "Go" on that portion of his training (and was likely compelled to act as an assistant instructor for his less skilled shipmates).

Ship's Captain Skill Suite (40 BP): *prerequisite: Able Seaman Skill Suite*

A Ship's Captain possesses the following and skills:

Administration: 26
Boating: 88
Cartography: 26
Direction Sense: 26
Leadership: 26
Literacy: 30

Individuals taking this suite achieve the stated skill mastery in the six skills. Note that there are no skill mastery die rolls involved. If a PC already exceeds the listed mastery in a skill, he simply receives no benefit from the suite.

TALENTS

Heightened Immunity (10 BP): Individuals who take this talent were born naturally hearty and hale. Their immune system is excellent at fighting off new diseases and viruses it encounters. This provides a +2 bonus to all communicability and severity checks against disease. Such a bonus is cumulative with any other bonuses or penalties the PC may possess.

Inheritance (5 BP): The character receives a valuable family heirloom worth 20+1d12p silver pieces. This talent may be purchased multiple times.

Inoculation [specify disease] (3 BP): Individuals who purchase this talent were exposed to the chosen disease in the course of their childhood. Having survived the illness (likely a mild form), they now have a great resistance to it.

Taking this talent grants the purchaser a large bonus towards one specific named disease. Thereafter, the PC gains a +7 bonus to any communicability or severity checks against the disease.

Parvenu (25 BP): This talent, which may only be purchased during character creation, is a benefit the character derives from his parents (or other close relatives). They are self-made men who arose from the lesser social ranks by virtue of their competence at business or politics. As a result of this chance of birth, the PC grew up in a more prestigious family. He inherits their social rank and mannerisms that identify him as such (see Table 7.8 below). He also receives twice the normal starting money (i.e. 70+4d12p silver).

Table 7.8: Parvenue Social Class

d100	outcome
01-60	Lower Middle Class
61-90	Middle Middle Class
91-99	Upper Middle Class
00	Lower Upper Class*

** On a result of Lower Upper Class, the character may opt to spend an additional 25 BP burnishing his pedigree to "Old Money". In addition to increased snobbery, this permits another d100 roll. On a 00, the character is elevated in social rank to Middle Upper Class! (Upper Upper class is simply unattainable except through play.)*

SKILLS

Engineering

Relevant Abilities: Intelligence
Cost: 7 BP
Universal: No
Prerequisite: at least average mastery in literacy; for each level of mastery, must have equivalent level of Mathematics mastery; to advance beyond average, must have average level of cartography

Engineers are trained to design and supervise construction of projects such as roads, bridges, fortifications, large buildings, and canals. They can also build and operate siege machines. In addition, at Average level mastery Engineers gain the ability to do basic surveying and drafting.

They are typically attached as special staff to large military units where they employ their skills to facilitate the unit's combat mission. During peacetime they may serve their sovereign by applying their skills towards civil projects. Some engineers may take on private commissions (usually those retired from service). The latter are normally found only in cities where wealthy nobles and merchants have the means to undertake the types of projects that demand their unique services.

An engineer's services are required for building something complicated like a lengthy bridge or when erecting a large multi-story structure.

Below you can get an idea of what an Engineer can accomplish at each level of mastery:

Mastery Level	The character can...
Novice	Plan and oversee construction of any basic 2 story building of less than 3,000 ft^2 at its base
Average	Plan and oversee construction of any basic 4 or lower story building of less than 6,000 ft^2 at its base
Advanced	Plan and oversee construction of any basic 6 or lower story building of less than 12,000 ft^2 at its base; can implement some advanced construction techniques such as arches and columns; can build small forts
Expert	Plan and oversee construction of a singular building of any size that utilizes well known construction techniques. Can build small and medium forts and churches and small castles
Master	Can design and supervise construction of building of any size and complexity, including castles, impressive cathedrals, and buildings with experimental construction techniques

Bridges: Engineers can build bridges across rivers and chasms. The Mastery level necessary to do so increases by 1 for chasms, and by 1 for every 200 feet. You should note that building an advanced stone bridge can take a very long time, possibly 3 or 4 years depending on the size of the river. A pontoon or wooden bridge, on the other hand, might be finished in a matter of days or weeks.

Mastery Level	The character can...
Novice	Build a basic pontoon bridge across a small river
Average	Build a pontoon bridge across any size river, build a wooden bridge across small rivers
Advanced	Build a wooden bridge across any size river, build a basic stone bridge over a small river
Expert	Build a pontoon or wooden bridge across any size river, build a basic stone bridge across small or medium rivers, build an arched stone bridge or aqueduct
Master	Build any type of bridge or aqueduct over any size river or chasm

Construction Projects: Engineers are able to oversee major architectural projects. They can plan and execute all manner of building projects from a lowly three room shack to a grand cathedral. Note that, like bridges, construction takes time. Larger buildings can take years (or even decades) to complete. The size of the project and the size and skill of the force of laborers that are being employed are the biggest factors. The timetable of a construction project is at the discretion of the GM, though he can assume that any big project will take months to complete and some much longer: a large castle might take 20 years, for instance.

Roads: Road building involves significant planning and construction ability, as well as the skills necessary to ensure good drainage systems, survey land and build on a minimal grade for long distances. Engineers can typically build an all-weather road at around 1 mile per day over open terrain, as long as they have adequate supplies and a skilled workforce numbering 1000 laborers. A smaller road crew obviously increases time proportionately. Construction rates decrease by half for each terrain type above this.

Mastery Level	The character can...
Novice	Lay out fifth rate roads in any terrain, lay out fourth rate roads in all but restricted and impassable terrain
Average	Lay out fourth rate roads in any terrain, lay out third rate roads in all but restricted and impassible terrain
Advanced	Lay out third rate roads in any terrain, lay out second rate roads in all but restricted and impassible terrain
Expert	Lay out second rate roads in any terrain, lay out first rate roads in all but restricted and impassible terrain
Master	Lay out first rate roads through any land type – may even cut roads through mountainous passes

Walls: Building walls and fortifications are mainly the purview of engineers who are embedded in the military, but any good engineer can design a wall. Again, walls take time to build based on the materials used, the supply of those material, and the size and skill of the force of men building the wall. A 40 ft stone wall can usually be erected at around a rate of 500 feet per month.

Mastery Level	The character can...
Novice	Build a palisade
Average	Build an 8 foot wall of wood or stone
Advanced	Build a stone wall up to 20 feet high, with basic fortifications
Expert	Build a stone wall up to 40 feet high with towers
Master	Build a stone wall up to 80 feet high with towers and other advanced defensible structures

Waterways: Engineers are also able to construct various earth, wood and stone works involving controlling, navigating, and utilizing waterways.

Mastery Level	The character can...
Novice	Build basic, effective earthen berms and levies for small rivers; can dig wells
Average	Build effective berms and levies for small and medium rivers
Advanced	Build effective berms and levies for all rivers; build basic dams; engage in dredging, drain small swamps
Expert	Build basic canals; build effective berms and levies; build more advanced damming projects; engage in dredging, drain large swamps; can design and build small ports
Master	All of the above plus ability to build extensive canals, locks, dykes and dams; can also design large ports

Note: Pioneers (sappers) are not engineers; they have skills in mining. This is because their only real job is to remove earthen and stone obstacles, and occasionally to erect them. On the other hand, the men who command sappers are almost certainly engineers, although probably of a low mastery level. A military engineer must principally be able to quickly construct fortifications and pontoon bridges, and engage in effective sabotage of enemy fortifications.

Leadership

Relevant Abilities: Charisma
Cost: 8 BP
Universal: No
Prerequisite: none

The leadership skill is essential to any character who wishes to command troops during battle, or to run any kind of organization in peace time. With it, he can issue effective orders to followers, essentially taking control of their actions. This means that he has full freedom to appropriately manipulate NPCs in the game.

This takes their decisions and actions out of the hands of the GameMaster. The GM, of course, still has full control over their morale and loyalty, and anything a poor leader does to affect this isn't magically mitigated by his leadership abilities. However, as long as the Morale of the NPCs doesn't break, and they remain loyal, the leader has full control of his men.

As a PC's leadership skill grows and the chain of command lengthens they must have all of their subordinates in place. Thus, if they wish to command 300 men, they must have suitable subordinate commanders with high enough leadership mastery in the correct positions. In addition, they must be present at any battle they wish to give timely direct orders in.

Alternatively, the leadership ability allows leaders to give orders to be followed out later with full authority. Thus, a leader of the appropriate level could order a group of men at arms and their sergeant to map and clear out a cave, giving specific instructions about various contingencies (again, it is important to remember that they are still subject to morale and loyalty rules, and may need to be paid extra, or may break and flee – see the NPC Hireling section for full rules). Unforeseen contingencies and the subordinates' reactions to said must be adjudicated by the GM.

It should be assumed that all humanoid leaders of war-bands and mercenary groups have the appropriate level of leadership mastery based on the chart below.

Leadership does not denote strong, good, or effective leadership. The players' decisions are still their own. Simply being able to command an army of 3,000, doesn't mean a character will have the tactical wherewithal to do so. Appointing brilliant and effective subordinates can mitigate this, but in the end, it is still up to the characters to figure out their own tactics – subordinates will almost always follow orders rather than coming up with their own plans.

Other PCs are not counted as controllable, even with a master level of leadership mastery.

Mastery Level	The character can...
Novice	Assume command of, and give effective orders to five subordinates
Average	Assume command of up to 5 subordinates who in turn can control 5 subordinates each. (Thus commanding 30 men)
Advanced	Assume command of up to 5 subordinates, who can control 5 subordinates, who can control 5 men. (Thus commanding 155 men)
Expert	Assume effective command of up to 5 subordinates, who control 5 subordinates, who control 5 subordinates, who control 5 men. (Thus commanding 780 men)
Master	Assume effective command of up to 5 subordinates, who control 5 subordinates, who control 5 subordinates, who control 5 subordinates, who control 5 men. (Thus commanding 3905 men)

The base extent of command (i.e. 5 men) is modified by the character's Morale Modifier. Thus a charismatic leader can directly control a greater number of individuals. This bonus (or penalty) does not cascade down through subordinate leadership though, of course, any modifier the subordinates possess is applicable.

Managing truly huge armies in the field may require a war counsel comprised of a Marshall commanding several generals (all masters). The Marshall's authority is relayed through his subordinate generals.

For example, a Marshall (18 CHA) commands 9 generals (all with 16 CHA). Assuming no exceptional leadership at the lower ranks, this permits the effective control of 56,232 troops.

Notes on existing Quirks & Flaws

Gullible: Though gullible characters can gain mastery in the Persuasion skill, they will *never* be able to succeed in an opposed Persuasion roll (unless it is against another gullible character).

Miserly: Should this character's player opt to spend money, he must succeed at a Wisdom check (d20p vs. Wisdom) in order to complete the transaction. Failure indicates he changed his mind at the last minute deciding that the item "just wasn't worth the money". Thereafter, he must wait at least a month before reconsidering the purchase.

Current Affairs: PCs with novice mastery will recognize the heraldry of prominent knights and nobles.

Musician (Vocal): Characters with the Deaf or Tone Deaf flaws may not become proficient in this skill.

Clarification on the Limits of Glean Information

Glean information is a means of gathering street intelligence. People talk and either someone eavesdrops or their acquaintance betrays their trust. In the military this is called HUMINT. Those willing to pay for information will find lowlifes eager to sell it them.

There is a limit to what can be known without actively pursuing a narrowing circle of leads. A *reductio ad absurdum* argument would be that, "Hey, I made my Glean Information skill check. Now tell me where the King hides his jewels, who guards them and where he hides the key when he takes a bath." Learning these things is not impossible, but it's going to take more than a flippant skill roll. Carefully guarded secrets require the intelligence agent to meet a guy who knows a guy whose brother works in the King's kitchen. After buddying up to and paying this guy off, it turns out HE doesn't know anything either but he knows someone closer to the source. Over time, and with deliberate roleplay, the PC may find out what he wishes to know. The more valuable the secret, the more difficult you need to make it for him.

There's no magic formula as to how to handle a situation like this. You just need to make him work for it.

Zero Level Characters

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TIP: To provide your character the maximum benefit, it is beneficial to "let the dice fall where they may" and design a character to best make use of those stats rather than swap scores around to fit a preconceived notion of the character you want to play. Players choosing to take scores as rolled receive 50 bonus BPs while those that swap two scores receive a bonus of 25 BPs. Should you insist on swapping all of your stats, your character begins with zero BPs and must take Quirks and Flaws to garner sufficient BPs simply to buy his class and become a viable player character.

As most HackMaster players know, this game is about the journey from commoner to hero. While most first-level HackMaster characters are only slightly more powerful than the average store clerk, it is equally obvious that the character has had years of previous experience in order to attain even his meager first-level capabilities. If your players are like mine, curiosity will eventually overcome them and they will begin to ask about their characters' early lives. While family background and relations have been covered in enough skeletal detail to provide a framework, we have provided little about a character's actual pre-adventuring professional life. Additionally, some players desire to know a bit about the campaign prior to making certain character building choices such as skills and proficiencies. Roleplaying this out would entail essentially another complete (and rather mundane) game. Most character classes require years and years of training, either formal or informal. Trudging through endless hours of ecclesiastical study was boring enough for the mere tip of the iceberg many of us endured as youths, let alone that required of a devoted cleric. Likewise, the ditch digging, road marching and mind-numbing physical labor required for military training also lacks excitement for most players. However, there is a timeframe, just after many years of training and before first level that may prove enjoyable and enlightening enough to warrant part of the HackMaster experience. We refer to this as 'zero level play'.

We define zero level play as that time period after a character completes about 90% of first level training but prior to attaining first level. At this time, such a character has received the foundation for rapidly building out his first level capabilities, but is not quite there yet. This period should satisfy the curiosity of you and your players while balancing their ability to perform exciting actions. Overall, starting a campaign this way can be very rewarding for both player and GM. This author ran a game like this quite successfully – probably my greatest campaign. We spent many months and dozens of game sessions earning first level and the characters (who survived) developed richer backgrounds and history for it. The characters certainly felt more real; deaths required funeral rites and eulogies, while legends and verse followed those that survived. Further, the players themselves understood just how lucky and unique it was to attain 5th-6th level (when they finally made it there) and had a better feel for where character power fit with the world at large.

At zero-level, the character has undergone considerable training and is poised for a period of accelerated growth. Before we delve in, we should cover where each class begins at zero-level. The zero-level fighter is the classic man-at-arms. He has likely undergone either formal military or militia training, but possibly has been trained locally by a chieftain or former warrior. The apprentice mage, is just that, a budding apprentice who has left his master a few months prematurely, perhaps because his master perished, disappeared or some falling-out. In any case, he has undergone over a decade of magical study prior. The thief has spent the better part of his life on the streets surviving by wit and skill. He may or may not

have been an understudy, but in any event has been honing his skills for at least a decade or more of scratching out survival. The cleric, like the mage, has been under formal tutelage. Again, for over a decade or more, he has learned the ins and outs of his religion. Below we detail the previously-earned class abilities for each class and subclass as well as the rules for advancing to half and first level.

Rolling the zero-level character

Roll your stats as normal. Players may rearrange their scores as they see fit. Those choosing to swap only one set of two scores gain +25 BPs per the standard rules. Players choosing to run the character with stats as rolled, gain +50 BP, all per the standard character generation rules. These starting BPs may be modified further by quirks and flaws in the standard way. Note that while the character class costs only half BPs at this point (the other half paid at half level), it still must be bought necessitating that the player either take on enough quirks and flaws or limit arrangement of stats (or both) in order to buy his class. Roll hit die for class. Calculate starting Honor and deduct 4 (if a negative number or zero, this character does not qualify to start out as a zero level PC; he must remain under the tutelage of his master/teacher/officer and cannot set forth until 1st level – he's simply not 'ready for it'). Fame is calculated the same way as for a first level character.

Training a zero level PC

Once a PC has gained enough experience, he can train to gain half level (and later first level). Due to the neophyte nature of the PC, self-training is far more difficult than first level PCs. In fact, it requires a month of honing skills in order to do so. However, unlike first level and higher PCs, the training can be completed partially and interrupted with no penalty. Additionally, it can also be completed somewhat in advance. Any time the PC gains experience points, he can train toward leveling up. Every ten experience points allows training for a day and a half at zero level and one day at half level. Thus, advancement can be done at a gradual pace making it seemingly less time-consuming than a solid month at the end.

Half Level

Once a PC earns enough experience and has completed his full month of training, he gains +25 BPs, a bonus re-roll hit die for his class. He also gains a set of die rolls to add to his ability score stat %s. Further, he attains certain class abilities (detailed under each class), though he must now purchase the other half of his class using his 25 BPs (and any he may have left over for zero level). New quirks and flaws cannot be taken here; they must be taken at character generation.

Experience Points and Level Advancement

Zero leveled characters begin play with an experience point deficit. After accumulating 200 EPs and undergoing training, they become half level. Gaining a further 300 EPs qualifies them for 1st level after training once again.

Level	Experience Points
0	-500
½	-300
1	0

First Level

Once a PC earns enough experience and has completed his full month of training, he gains another +25 BPs (yes, the character has now received 10 more BPs than others not fighting their way up through the zero levels) and a bonus re-roll hit die for his class. He also gains a set of die rolls to add to his ability score stat %s (yes, a second time). Further, he attains any remaining 1st level class abilities (detailed under each class). New quirks and flaws cannot be taken here; they must be acquired at character generation.

Second Level

PCs that have opted to begin at zero level receive the maximum value of their initial hit die when reaching 2nd level (if they have not already rolled that value).

Honor

Honor is gained in much the same way as 1st level PCs. At half level, a PC can gain 1-4 points of Honor, one for each category of Honor, with two overall being average. Upon gaining first level, a PC can again gain another 1-4 points of Honor, again with two being average success. Gaining four would put the character on-par with other 1st level PCs. However, a player working his way through zero level has the chance to earn up to an additional 4 Honor (two at each half and 1st level), making a character that survives from zero level slightly more honorable than one that has not.

Fame

First level characters are rarely famous, so you probably need to temper any expectations of serious Fame gain, however, extra-ordinary deeds may call for one or even two bonus points of Fame at your discretion.

STPs: Zero level characters may purchase skills, talents and proficiencies at any time *provided they have sufficient building points*. They are not limited to only those listed for their class. Should a character gain bonus skills or preferential access to talents by virtue of his race, these are accessible immediately.

ROUNDING: Per Player's Handbook RULE ONE, any rounding is made to the PC's detriment.

NOTE: PCs beginning at zero level will have multiple opportunities to reroll their hit points. Since this differs in degree from the normal mechanics, some additional explanation is warranted. The initial reroll (at ½ level) is simply an opportunity to better the initial roll. If this roll does not exceed the character's initial hit point roll, no benefit is gained. The second reroll (at 1st level) provides a third bite at the apple. Should the player again fail to exceed his initial roll and should the highest of his rolls to date be less than half the maximum (i.e. 3 in the case of a d6), he gains this latter value. The third reroll (at 2nd level if appropriate) is not a roll at all. Characters progressing to this point receive the maximum number of hit points their die type permits.

CLASS SPECIFICS

Fighter:

0 level: Begin play with light armor, shield and laborer proficiencies. Weapon proficiencies may be purchased at half cost save for minimal skill weapons which are free. Weapon specialization is limited to a maximum of +1.

½ level: Advancement to half level provides the medium armor and hiking/roadmarching proficiencies as well as an opportunity to re-roll his hit die. Weapon specialization is limited to a maximum of +2.

1st level: Upon reaching first level, the fighter receives the balance of this class' starting package of proficiencies and skills. He also gains a second re-roll of his hit point die and a bonus d4p for fractional ability points that may be applied to each of the following abilities: Strength, Dexterity & Constitution.

Fighter advancement table

Level	Hit Dice (d10)	Initiative	Attack Bonus	Speed
0	1	+1	-1	+1
½	re-roll	+1	0	0
1	2nd re-roll	0	0	0

Ranger:

0 level: Begin play with light armor & hiking/roadmarching proficiencies as well as a free purchase of the Botany, Fire Building and Hunting skills.

Weapon proficiencies from the Ranger's advantageous list (PHB p. 47) may be taken at half cost. Specialization (maximum of +1) is limited to these weapons.

½ level: Advancement to half level provides the shield proficiency as well as free purchases of the Observation, Tracking and Survival skills.

The aspirant Ranger may also re-roll his initial hit die. Weapon specialization is limited to a maximum of +2 (or +1 in non-core weapons).

1st level: Upon reaching first level, the ranger receives the balance of this class' package of proficiencies (incl. the First Aid skill). He also gains a second hit point die and another roll of the mastery die for his Tracking skill.

Barbarian

The zero level barbarian is a tribal warrior that has not proven himself in the eyes of his elders. This may be due to physical limitations or the fact that he is deemed insufficiently honorable. The progression to first level is a means of proving one's worthiness.

0 level: Aspirant barbarians need not satisfy the Strength and Constitution requirements of the class (they must, however, do so before achieving first level or live with the consequences detailed hereafter).

Such characters derive a substantive benefit given their background and begin play with the following skills — Animal Training (dogs), Boating, Climbing/Rappelling, Hunting and Swimming as well as an aptitude that permits further skill advancement to be purchased for half cost. They also receive the Hiking/Roadmarching, light armor, shield, battle axe, broadsword, hand axe, knife (melee and thrown), spear, short bow and throwing axe proficiencies and the Long Distance Running Talent.

Whilst their background provides several advantages, it also imposes the following restrictions: no additional weapon proficiencies may be taken, no weapon specialization is permitted, literacy may not be purchased and any social or academia skills are assessed a -2 penalty on the mastery die. In addition, the Polyglot Talent and Bilingual proficiency are doubly expensive.

Zero level barbarians, vis-à-vis their cultural background, are exceptionally superstitious of magic and must make a morale check at -4 when encountering fantastic creatures or magic (see Barbarian in the PHB for details of this weakness).

½ level: Upon achieving half level, aspiring barbarians may purchase additional weapon proficiencies and may gain weapon specialization in their tribal weapons (though limited to a +1 bonus). They gain the Physical Conditioning Talent and may opt to become literate (subject to the -2 mastery die penalty).

Half level aspirant barbarians receive a +1 damage bonus when engaging in unarmed combat. They may re-roll their initial hit point die (employing a d12) and gain an additional two hit points over and above those proscribed by race, constitution and class die roll.

Exposure to outside cultures also decreases their Magic Phobia such that they need only make a -3 morale check when encountering said.

1st level: Upon achieving Barbarian status, the character gains the Stout Talent. He may also re-roll the previous d12 and receives an additional +3 hit point bonus. He also gains a d6p percentile stat bump to Strength and Constitution. In addition,

Ranger advancement table

Level	Hit DIce (d8)	Initiative	Attack Bonus	Speed (melee)	Speed (ranged)	Initiative Die
0	1	+1	-1	+1	+1	standard
½	re-roll	0	0	+1	0	standard
1	2	0	0	0	0	one better
2	re-roll	0	0	0	0	one better

Rangers are an exception to the customary advancement rules. Unlike other classes, they do not receive maximum hit points at second level if opting to begin play at zero level. Rather, they receive their second hit die at first level (instead of second) and gain the opportunity to re-roll this value upon obtaining second level. These re-rolls guarantee a minimum result of '4' (i.e. if both hit point rolls are ≤4, the final result is 4).

his Magic Phobia is moderated to reflect that of the standard barbarian (e.g. a -2 morale check). All other benefits of the class are, of course, acquired at this point.

Washouts: Should an aspirant barbarian not qualify for the class upon achieving first level (e.g. his Strength or Constitution is below 12/01), he may only ascend to first level as a Fighter and is subject to the following conditions:

All prior benefits are retained. This includes starting skills and the half cost benefit to advancement in said, Hiking/Roadmarching, Long Distance Running, Physical Conditioning, the +1 damage bonus to unarmed combat and the +2 hp bonus gained at half level. However, he is permanently subject to the -2 mastery die penalty on social/academia skills and forever retains a magic phobia identical to that of a barbarian. He may re-roll his hit point die though only using a d10. No additional stat bumps are attained. From this point forward, he advances as a Fighter.

Barbarian advancement table

Level	Hit Dice	Initiative	Attack Bonus	Speed
0	d10	+1	-1	+1
½	re-roll (using d12)	+1	0	0
1	2nd re-roll	0	0	0
washout	2nd re-roll (using d10)	0	0	0

Thief:

0 level: Choose four skills from the Core Thief Skills list (PHB p. 51). Special thief abilities vis-a-vis fleeing opponents and *Coup de Grace* (5 seconds required) as well as 10 luck points are available to the footpad.

Weapon proficiencies with minimal skill weapons, daggers, and knives are free. May purchase weapon talents for the latter two implements at half cost. Weapon specialization limited to daggers and knives with a maximum of +1.

½ level: Advancement to half level provides the light armor proficiency as well as two additional unique choices of core thief skills. Character may now perform a backstab and gains 15 Luck Points (any remaining from 0 level do not roll over). *Coup de Grace* speed decreases to 4s. Weapon specialization is limited to a maximum of +2 with knives and daggers (or +1 with any other weapon).

1st level: Upon reaching first level, the thief receives the remaining two of his core skills as well as the choice of one free skill from the list comprising the special domain of thieves (PHB p. 53). *Coup de Grace* can now be performed in 3 seconds.

He also receives the balance of this class' package of proficiencies (e.g. Superior Defense) and a second re-roll of his initial hit point die.

Thief advancement table

Level	Hit Dice (d6)	Initiative	Attack Bonus	Speed
0	1	0	-1	+2
½	re-roll	-1	0	+1
1	2nd re-roll	-1	0	0

Rogue:

0 level: Begin play with the following skills: Appraisal (choice of 3 of 9 subspecialties), Fast Talking, Glean Information, Language (preliminary skill in additional non-native tongue) and Listening. 12 luck points are available to the character.

Zero level rogues may not specialize in weapons.

½ level: Advancement to half level provides the following skills: Appraisal (choice of 3 of 6 remaining subspecialties), Disguise, Literacy, Seduction (Art of). The rogue also gains 18 Luck Points (any remaining from 0 level do not roll over) as well as the No Accent talent.

With respect to melee, the rougue gains the light armor proficiency and special thief abilities vis-a-vis fleeing opponents. Weapon specialization limited to daggers and knives with a maximum of +1.

1st level: Upon reaching first level, the rogue receives the Appraisal (remaining 3 subspecialties), Diplomacy and Forgery skills as well as the choice of two unique skills from the rogue's secondary skill list (PHB p. 55).

Character may now perform a backstab, specialize in all weaponry and he also receives the balance of this class' abilities (e.g. full 24 Luck Points) and a second re-roll of his initial hit point die.

Rogue advancement table

Level	Hit Dice (d6)	Initiative	Attack Bonus	Speed
0	1	0	-1	+2
½	re-roll	-1	0	+1
1	2nd re-roll	-1	0	0

Assassin:

0 level: A novice assassin begins with light armor, shield proficiencies, and minimal skill weapon proficiency. He may perform backstabs, favorably attack fleeing opponents and dispatch foes via a *coup de grace* (4 seconds required). He also gains the Disguise skill (rolling a mastery die for said).

Weapon proficiencies may be purchased at half cost save for minimal skill weapons which are free. Weapon specialization costs are as a standard assassin (see PHB p. 57) but limited to daggers and knives with a maximum of +1. Beginning assassins may also purchase weapon talents for knives and daggers at half cost.

½ level: Advancement to half level provides the medium armor proficiency as well as the Acting skill (rolling a mastery die for said). *Coup de Grace* speed decreases to 3s.

Weapon specialization is limited to a maximum of +2 with knives and daggers (or +1 with any other weapon).

1st level: Upon reaching first level, the assassin gains his Assassination ability, heavy armor proficiency and may choose an additional two unique skills from his core skill list (PHB p. 58). He may also reroll his initial mastery dice for Acting and Diguise to potentially improve these skills. *The latter is forfeit though if supplemental purchases of these skills were made. Coup de Grace* can now be performed in 2 seconds.

Assassin advancement table				
Level	Hit Dice (d6)	Initiative	Attack Bonus	Speed
0	1	0	-1	+1
½	re-roll	-1	0	0
1	2nd re-roll	-1	0	0

Mage:

0 level: Apprentices are Literate in their native tongue (rolling a mastery die), are proficient in magical transcription and possess basic mastery in Arcane Lore (mastery equal to their Intelligence score save for elves who may roll their mastery die immediately)

A zero level mage is versed in but a single apprentice spell. He may not specialize in weaponry until achieving first level.

½ level: Advancement to half level provides the mage with a new journeyman spell and permits him to roll his mastery die for Arcane Lore (unless an elf who already did so).

1st level: Upon reaching first level, the mage adds two new spells to his repretoir - an additional apprentice spell and a first level spell. He may also roll an additional mastery die to improve his Literacy. Finally, they gain additional mastery in Arcane Lore equal to their Intelligence Mastery Die modifier.

Mage advancement table					
Level	Hit Dice (d4)	Total Spell Points	Initiative	Attack Bonus	Speed
0	1	30	+3	-1	+2
½	re-roll	80	+3	-1	+1
1	2nd re-roll	140	+2	0	0

Fighter/Mage:

0 level: Fighter/Mages begin with the light armor proficiency. Weapon proficiencies may be purchased at half cost save for minimal skill weapons, which are free. Weapon specialization may not begin until the character reaches half level (though any weapon talents may be purchased).

As sub-apprentice spellcasters, zero level fighter/mages have not yet mastered casting a spell. They do, however, have some magical tutelage and may employ their spell points in a manner similiar to an individual possessing Supernatural Affinity (q.v.). They are, of course, Literate in their native tongue.

½ level: Advancement to half level provides the medium armor and shield proficiencies. Weapon specialization may now be purchased but is limited to a maximum of +1.

As a boon, adventuring fighter/mages receive their initial purchase of Arcane Lore for free at half level (instead of for half price as is the norm) albeit with mastery equal to their Intelligence score until they reach 1st level (save for elves who may roll their mastery die immediately). They also learn the magical transcription proficiency.

Half level fighter/mages gain a single apprentice spell. However, they have not yet fully mastered the process of casting a spell. As such, they have a 20% chance of suffering a spell mishap (possibly made worse by wearing protective gear). See Spell Mishaps (p. 82) for further details.

1st level: Upon reaching first level, the fighter/mage receives the balance of this class' starting package of proficiencies and skills (heavy armor proficiency and an Arcane Lore skill mastery roll if applicable). He also gains a second re-roll of his hit point die.

1st level fighter/mages must subsist with the spell they gained at half level. However, they are no longer subject to the base 20% chance of a spell mishap.

Fighter/Mage advancement table						
Level	Hit Dice	Total Spell Points	Initiative	Attack Bonus	Speed	Spell Arsenal
0	d6	20	+2	-1	+1	none
½	re-roll	40	+2	0	+1	a (chance of spell mishaps)
1	2nd re-roll	60	+1	0	0	a

Fighter/Thief:

0 level: Fighter/thieves receive the light armor and shield proficiencies and one choice from the Core Fighter/Thief skills list (PHB p. 65). He may also perform an expeditious *coup de grace* (7 seconds required). Zero level fighter/thieves possess 5 luck points.

Weapon proficiencies may be purchased at half cost save for minimal skill weapons which are free. Weapon specialization is limited to a maximum of +1.

½ level: Advancement to half level provides the medium armor proficiency as well as two additional unique choices from the Core Fighter/Thief skills list. Character gains 7 Luck Points (any remaining from 0 level do not roll over). *Coup de Grace* speed decreases to 6s.

1st level: Upon reaching first level, the fighter/thief receives his fourth unique choice from the Core Fighter/Thief skills list as well as Appraisal: Arms and Armor. He also gains a free skill of his choice from the fighter/thief special domain (PHB p. 64). A *Coup de Grace* can be performed in 5 seconds and the character may now execute a backstab

He also receives a second re-roll of his initial hit point die.

Fighter/Thief advancement table					
Level	Hit Dice (d8)	Initiative	Attack Bonus	Speed	Initiative Die
0	d8	0	-1	+1	standard
½	re-roll	0	0	0	standard
1	2nd re-roll	0	0	0	standard

Mage/Thief:

0 level: Mage/thieves receive one choice from the Core Mage/Thief skills list (PHB p. 67). Zero level mage/thieves possess 5 luck points.

Weapon specialization may not begin until the character reaches half level (though any weapon talents may be purchased). He may dispatch foes via a *coup de grace* (7 seconds required).

As sub-apprentice spellcasters, zero level mage/thieves have not yet mastered casting a spell. They do, however, have some magical tutelage and may employ their spell points in a manner similiar to an individual possessing Supernatural Affinity (q.v.). They are, of course, Literate in their native tongue.

½ level: Advancement to half level provides two additional unique choices from the Core Mage/Thief skills list. Character gains 7 Luck Points (any remaining from 0 level do not roll over).

Weapon specialization may now be purchased but is limited to a maximum of +1. *Coup de Grace* speed also decreases to 6s.

As a boon, adventuring mage/thieves receive their initial purchase of Arcane Lore for free at half level (instead of for half price as is the norm) albeit with mastery equal to their Intelligence score until they reach 1st level (save for elves who may roll their mastery die immediately). They also learn the magical transcription proficiency.

Half level mage/thieves gain a single apprentice spell. However, they have not yet fully mastered the process of casting a spell. As such, they have a 20% chance of suffering a spell mishap (possibly made worse by wearing protective gear). See Spell Mishaps (p. 82) for further details.

1st level: Upon reaching first level, the mage/thief receives his fourth unique choice from the Core Mage/Thief skills list. He also gains the ability to perform a backstab and a *Coup de Grace* can now be executed in 5 seconds.

First level mage/thieves gain a second Apprentice level spell. Additionally, they are no longer subject to a base 20% chance of a spell mishap. Non-elf characters roll their Arcane Lore mastery die.

Finally, he receives a second re-roll of his initial hit point die.

Clerics:

0 level: Prior to ordination, clerics cannot beseech their god for divine aid (i.e. they cannot cast spells). Novitiates begin play as annointed followers of their deity. They have mastery in Divine Lore and Religion (own) equal to their Wisdom score.

Should their religion have a preferred weapon, they gain proficiency in it for free. They also receive a divine icon *gratis*.

½ level: Advancement to half level provides the cleric an opportunity to improve his spititual knowledge by rolling a mastery die for both Divine Lore and Religion (own). They may re-roll thier initial hit point die as well.

Particularily insightful clerics (i.e. those gaining a bonus spell) gain this at half level permitting them to cast a first level spell.

1st level: Upon reaching first level, the cleric is finally entrusted to call upon divine aid (e.g. he may cast a first level spell - or two, Wisdom permitting). He may also reroll his mastery dice for Divine Lore and Religion (own) made at half level.

Turning/Commanding Undead: Clerics with this power normally roll a d20p and add their level and Charisma (and possibly priesthhod) based Turning modifier. *For purposes of this roll*, a zero level cleric is considered as -1 level and a half leveled priest as 0 level.

NOTE: Upon achieving 1st level, characters receive the full compliment of powers associated with their class as given in the *Player's Handbook*. The progression from zero level has staggered these benefits, often awarding less powerful analogues of certain abilities to pre-first level PCs. If a particular ability is not explicitly spelled out here as gained at first level, the *Player's Handbook* takes precedence. Note that skills awarded with reduced mastery (i.e. individual d4p rolls gained progressively) equate and likely exceed results obtained were a simple mastery die given.

Cleric advancement table

Level	Hit Dice (d8)	Initiative	Attack Bonus	Speed	Turning[1]
0	1	+2	-1	+2	d20p-1
½	re-roll	+2	0	+1	d20p
1	2nd re-roll	+1	0	0	d20p+1

Certain clergy may have their own unique tables that supersede some information listed above.
[1]Charisma & Priesthood modifiers apply to this base roll.

	Spells Available
0	none
½	1 (if Wis ≥13)
1	1 or 2 (if Wis ≥13)

Mage/Thief advancement table

Level	Hit Dice	Total Spell Points	Saving Throw bonus vs. Spells	Initiative	Attack Bonus	Speed	Initiative Die	Spell Arsenal
0	d4	20	0	+2	-1	+2	standard	none
½	re-roll	40	0	+1	-1	-1	standard	a (chance of spell mishaps)
1	2nd re-roll	60	0	+1	0	0	standard	a

Details for Specific Religions

The Cathedral of Light

0 level: Begin play with light armor and shield proficiencies. Weapon specialization is limited to mace with a maximum of +1. Priest gets a +1 Defense bonus vs. the undead.

Clerics receive the skills Fire Building, First Aid and Literacy (native tongue) at mastery level equivalent to lowest relevant ability score +1d4p.

½ level: Advancement to half level provides the medium armor proficiency as well as an opportunity to re-roll initial hit die. Weapon specialization in mace is limited to a maximum of +2 (others may be taken to a maximum of +1). Priest recieves a +1 Attack bonus vs. the undead and a +1 bonus to Turning attempts.

Half level clerics improve their mastery at the skills granted at zero level by adding a d4p die.

1st level: Upon reaching first level, the cleric receives the heavy armor proficiency. He improves his Turning bonus to +2 and also improves his mastery at the skills granted at zero level by adding an additional d4p+3 die.

The Courts of Justice

0 level: Begin play with light armor and shield proficiencies. Weapon specialization is limited to longsword with a maximum of +1.

Cleric receives the skills History (ancient), Law, Literacy (native tongue), Riding (equine) and Tracking at mastery level equivalent to lowest relevant ability score +1d4p. He also may detect lies 1% of the time and recieves a +1 bonus vs. illusion spells.

½ level: Advancement to half level provides the medium armor proficiency as well as an opportunity to re-roll initial hit die. Weapon specialization in longsword is limited to a maximum of +2.

Half level Truthseekers may detect lies 3% of the time and receive a +2 bonus vs. illusion spells (superseding the bonus gained at zero level). These clerics improve their mastery at the skills granted at zero level by adding a d4p die.

1st level: Upon reaching first level, the cleric receives the heavy armor proficiency. These Truthseekers may detect lies 5% of the time and recieve a +4 bonus vs. illusion spells (superseding the bonus gained at half

level). They also improve their mastery at the skills granted at zero level by adding an additional d4p+3 die.

Church of Everlasting Hope

0 level: Begin play with light armor and shield proficiencies. Weapon specialization is limited to staff with a maximum of +1.

Cleric receives the skills Cooking/Baking and First Aid at mastery level equivalent to lowest relevant ability score +1d4p. They also recieve a +3 bonus vs. any contested check to resolve a fear effect.

½ level: Advancement to half level provides the medium armor and sling proficiencies as well as an opportunity to re-roll initial hit die. Weapon specialization in staff is limited to a maximum of +2 (other may be taken to a maximum of +1).

Half level clerics improve their mastery at the skills granted at zero level by adding a d4p die. They also recieve a +6 bonus vs. any contested check to resolve a fear effect (superseding the bonus gained at zero level). These priests may cast *Cure Trifling Wound* in addition to any bonus spell provided by a high Wisdom score.

1st level: Upon reaching first level, the cleric receives the heavy armor proficiency. He improves his mastery at the skills granted at zero level by adding an additional d4p+3 die. 1st level Merciful Fates are immune to any Fear effect (superseding the bonus gained at half level) and provide allies within 10' a +1 bonus to their saves.

Temple of the Stars

0 level: Begin play with the hiking/roadmarching proficiency. Weapon specialization is limited to staff with a maximum of +1.

Cleric receives the skills Astrology, Boating, Cartography, Current Affairs, Direction Sense, Language, Literacy, Riding, Survival, Survival (Urban), Swimming, Weather Sense at mastery level equivalent to lowest relevant ability score +1d4p. Zero level Journeymen have a +3 bonus vs. any communicability or severity check vis-a-vis diseases.

½ level: Advancement to half level provides the light armor proficiency as well as an opportunity to re-roll initial hit die. Weapon specialization in staff is limited to a maximum of +2 (others may be taken to a maximum of +1).

Half level clerics gain the Long Distance Running and No Accent talents and improve their mastery at the skills granted at zero level by adding a d4p die. Half level Journeymen get a +6 bonus vs. any communicability or severity check vis-a-vis diseases (superseding the bonus gained at zero level).

1st level: Upon reaching first level, the cleric receives the Physical Conditioning talent. He improves his mastery at the skills granted at zero level by adding an additional d4p+3 die. 1st level Journeymen are immune to any disease (superseding the bonus gained at half level).

Temple of the Patient Arrow

0 level: Begin play with the light armor, knife (melee and thrown) and bow (long and short) proficiencies. Weapon specialization is limited to bows with a maximum of +1.

Cleric receives the Hunting skill (full mastery die).

½ level: Advancement to half level provides the Crack Shot talent for thrown knife and bows. Golden Arrows may now purchase all other Talents benefitting ranged weapon use at half cost.

Proficiency is gained in all other ranged weapons. Weapon specialization limited to +2 for ranged weapons (no other specialization possible).

Half level clerics gain the Tracking skill and another roll of the mastery die for Hunting.

1st level: Upon reaching first level, the cleric receives the Crack Shot talent in all remaining ranged weapons. They also gain a third mastery die in Hunting.

The Face of the Free

0 level: Begin play with light armor and shield proficiencies. Weapon specialization may not yet be undertaken.

Cleric receives the skills Animal Training (pick one species), Cartography, Literacy (native tongue), Lock Picking and Survival at mastery level equivalent to lowest relevant ability score +1d4p. They also recieve a +3 bonus vs. any contested Feat of Strength check to escape a hold or +15% to any Escape Artist skill check.

½ level: Advancement to half level provides the medium armor proficiency as well as an opportunity to re-roll initial hit die. Weapon specialization may be taken to a maximum of +1.

Half level clerics improve their mastery at the skills granted at zero level by adding a d4p die. They also recieve a +6 bonus vs. any contested Feat of Strength check to escape a hold or +30% to any Escape Artist skill check (superseding the bonus gained at zero level).

1st level: Upon reaching first level, the cleric receives the heavy armor proficiency. He improves his mastery at the skills granted at zero level by adding an additional d4p+3 die. 1st level Messangers of Liberty gain the Freedom of Action ability (q.v.) superceding earlier bonuses.

The Order of Thought

0 level: Begin play with light armor and shield proficiencies. Weapon specialization is limited to staff with a maximum of +1. Even novice clerics of The Wise One are natural Polyglots (q.v.) and are completely immune to *Mind Reading*.

Cleric receives the skills Current Affairs, Glean Information, History (Ancient), Language, Literacy (native tongue), Riddling at mastery level equivalent to lowest relevant ability score +1d4p.

Seekers of Sagacity may always purchase any skills with Wisdom as sole ability score modifier at half BP cost (those with other relevant ability score modifiers cost 75% of list).

½ level: Advancement to half level provides the medium armor proficiency as well as an opportunity to re-roll initial hit die. Weapon specialization in staff is limited to a maximum of +2 (others may be taken to a maximum of +1).

Half level clerics improve their mastery at the skills granted at zero level by adding a d4p die. They also recieve a +6 bonus vs. any attempt made to Charm them.

1st level: Upon reaching first level, the cleric receives the heavy armor proficiency. He improves his mastery at the skills granted at zero level by adding an additional d4p+3 die. First level Seekers of Sagacity possess the Charm Resistant talent (supplanting earlier bonuses) and are immune to the effects of *Idiocy* and *Thought Probe*.

The Conventicle of the Great Tree

0 level: Begin play with light armor proficiency. Weapon specialization is limited to staff with a maximum of +1.

Cleric receives the skills Animal Empathy, Animal Mimicry and Forestry at mastery level equivalent to lowest relevant ability score +1d4p+1.

½ level: Advancement to half level provides the shield proficiency as well as an opportunity to re-roll initial hit die. Weapon specialization in staff is limited to a maximum of +2 (other may be taken to a maximum of +1).

Half level clerics improve their mastery at the skills granted at zero level by adding d4p+1 points.

1st level: Upon reaching first level, the cleric improves his mastery at the skills granted at zero level by adding an additional d4p+4.

Church of Chance

0 level: Cleric may choose one bonus skill from the following list: Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking. Skill is acquired with full mastery die.

At any time, should they train in (i.e. purchase) any of the following skills: Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Forgery, Glean Information, Observation, Reading Lips, Salesmanship and Seduction, they gain a +1 bonus to the mastery die (or their ability score modifier – whichever is more advantageous). Training in Gambling affords a +3 bonus (again, possibly superceding but not augmenting their ability score modifier).

Zero level Challengers of Fate also gain the Gambling skill and 10 Luck Points. Weapon specialization may not yet be undertaken.

½ level: Upon advancement to half level, the Challenger of Fate gains d6p mastery points in Gambling and is permitted another choice from the bonus skill list (above) but it must not replicate the skill initially picked. The priest also gains the light armor proficiency. Weapon specialization may be taken to a maximum of +1.

Challengers of this level have 10 + half their Wisdom score (rounded up) Luck Points (any remaining from 0 level do not roll over). They also gain a lone 1st level spell determined randomly daily.

1st level: Upon reaching first level, the cleric gains another d6p mastery points in Gambling as well as a third choice from the bonus skill list (above) but it must not replicate the two skills previously picked.

Challengers of Fate advancement table

Level	Hit Dice (d6)	Initiative	Attack Bonus	Speed
0	1	+1	-1	+2
½	re-roll	0	0	+1
1	2nd re-roll	0	0	0

The House of Shackles

0 level: Begin play with light armor and shield proficiencies. Weapon specialization is limited to the scourge with a maximum of +1.

Cleric receives the skills Interrogation, Intimidation, Literacy, Recruiting, Rope Use and Seduction (Art of) at mastery level equivalent to lowest relevant ability score +1d4p.

½ level: Advancement to half level provides the medium armor proficiency as well as an opportunity to re-roll initial hit die. Weapon specialization in scourge is limited to a maximum of +2 (others may be taken to a maximum of +1).

Half level Bringers recieve a +1 bonus to saves vs. Charm effects.

1st level: Upon reaching first level, the cleric receives the heavy armor proficiency. They also improve their mastery at the skills granted at zero level by adding an additional d4p+3 die.

First level Bringers get a +2 bonus to saves vs. Charm effects (superseding the bonus gained at half level).

The Order of Agony

Note: A player may opt for this church at zero level even if he does not meet the minimum requirements of 12 Wisdom and 13 Constitution. The onus is on him to improve these abilities before attaining first level. Should he fail to do so, the PC is sacrificed during the initiation ceremony to 1st level.

0 level: Begin play with light armor, dagger, knife (melee and thrown) and scourge proficiencies. Weapon specialization is limited to dagger with a maximum of +1. Dagger specialization may be purchased in 6 BP increments.

Cleric receives the Torture skill at mastery level equivalent to their Intelligence ability score +1d6p. They may also purchase the Pain Tolerant & Tough as Nails talents at any time for 10 BP each.

½ level: Advancement to half level provides the shield proficiency as well as an opportunity to re-roll initial hit die. Weapon specialization in dagger is limited to a maximum of +2 (others may be taken to a maximum of +1).

Half level clerics may also improve their Torture skill granted at zero level by adding a d6p die.

1st level: Upon reaching first level, the cleric receives the medium armor proficiency. He improves his Torture mastery by adding an additional d6p die.

The House of Knives

0 level: Cleric may choose one bonus skills from the following list: Acting, Curent Affairs, Climbing/Rappelling, Disguise, Hiding, Listening, Observation and Sneaking. Skill is acquired with full mastery die. Any outright purchases of said skills always merits a +2 bonus to the mastery die (unless their relevant ability score modifier is more favorable).

Zero level Veiled Priests may dispatch foes via a *coup de grace* (5 seconds required). They also gain the light armor and dagger proficiencies for free. Weapon specialization is limited to dagger with a maximum of +1. Veiled priests may specialize in knives or daggers for 6 BP times the bonus level.

½ level: Advancement to half level permits the use of backstabs. Weapon specialization in dagger is limited to a maximum of +2 (others may be taken to a maximum of +1). *Coup de Grace* speed decreases to 4s.

Additionally, they may now take the Attack Bonus, Damage Bonus, Parry Bonus and/or Swiftblade Talents for daggers and knives at half cost. This option need not be exercised immediately.

1st level: Upon reaching first level, the cleric gains a second choice from the bonus skill list (above) but it must not replicate the skill previously chosen. He also gains the balance of his class abilities as well as a free purchase of either Acting and Disguise (further increasing his mastery in this skill if chosen and/or purchased before). *Coup de Grace* can now be performed in 3 seconds.

Clerics of the Vengeful One advancement table

Level	Hit Dice (d6)	Initiative	Attack Bonus	Speed
0	1	+1	-1	+1
½	re-roll	0	0	+1
1	2nd re-roll	0	0	0

The Conventicle of Affliction

0 level: Begin play with light armor proficiency. Weapon specialization may not yet be undertaken.

Cleric receives the skills Botany, Literacy (native tongue) and Sneaking at mastery level equivalent to lowest relevant ability score +1d4p.

½ level: Advancement to half level provides the shield proficiency as well as an opportunity to re-roll initial hit die. Specialization in any weapon may be taken to a maximum of +1.

Half level clerics improve their mastery at the skills granted at zero level by adding a d4p die.

1st level: Upon reaching first level, the cleric receives the Blind-Fighting talent. He improves his mastery at the skills granted at zero level by adding an additional d4p+3 die. First level Pestilent Ones gain the ability to injure opponents with their merest touch.

Clerics of the Pestilent One advancement table

Level	Hit Dice (d6)	Initiative	Attack Bonus	Speed
0	1	+2	-1	+2
½	re-roll	+2	0	+1
1	2nd re-roll	+1	0	0

The Temple of Strife

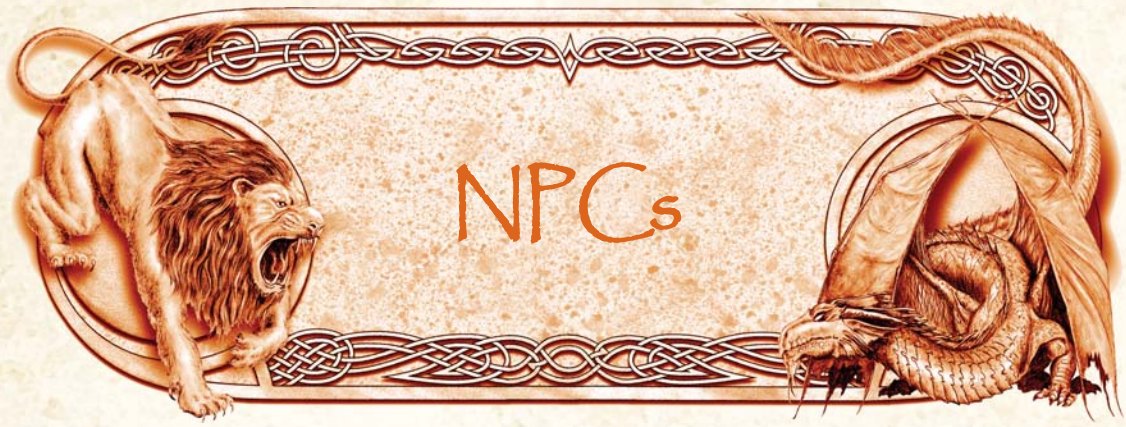
0 level: Begin play with light armor and shield proficiencies. Weapon specialization is limited to flail with a maximum of +1.

Cleric receives the skills Cartography and Survival at mastery level equivalent to lowest relevant ability score +1d4p. Additionally, Luck Points are never effective if used to counter the actions of a Minion of Misfortune.

½ level: Advancement to half level provides the medium armor proficiency as well as an opportunity to re-roll initial hit die. Weapon specialization in flail is limited to a maximum of +2 (others may be taken to a maximum of +1).

Half level clerics may also improve their mastery at the skills granted at zero level by adding a d4p die.

1st level: Upon reaching first level, the cleric receives the heavy armor proficiency. He also improves his mastery at the skills granted at zero level by adding an additional d4p+3 die.



NPCs

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MANY HATS, MANY SHOES: NON-PLAYER CHARACTERS AND THE MANY ROLES OF THE GM

After you have the basics of combat and action mastered and successfully deployed, you'll soon find that nothing is as important to improving the quality of your HackMaster campaign from good to great than the creation and handling of non-player characters (NPCs). Without non-player characters, the game resembles an action movie that lacks supporting characters and a major villain. While such things as rules and plot can be seen as the backbone and skeleton of a good HackMaster campaign, NPCs are the flesh and muscle that give the body life and movement. An NPC is any person, creature, or monster that is controlled by the GM. Most NPCs are either people (intelligent races that live in local society) or monsters (intelligent and unintelligent creatures that aren't normally found in towns and villages).

Taking on the role of an NPC is one of the most important aspects of a GameMaster's job as facilitator and arbitrator of the game. As the GameMaster you must draw upon every fiber of your role-playing skills throughout the course of your campaign. You will be required to assume the persona of every non-player character who steps upon the stage. This includes hirelings, henchmen, sidekicks, cronies, prostitutes, etc. Occasionally it might even include objects! (For example, if one of your players happened to stumble upon an intelligent sword, you could find yourself having to assume the role of a back-sassin', feisty weapon as it hurls insult after insult at the poor unfortunate who found it). In addition, you're expected to play monsters – which is as daunting task as any, for who can truly know the mind of that wounded orc. The GM of course!

One moment you will be playing the guy behind the counter in the leather shop who lost his big toe in the Hobgoblin Wars of 557 and who adamantly insists he can predict the weather by the way the stub 'tingles.' The next moment you may be playing the easily annoyed gate guard with a spastic colon who wishes the party, with their incessant moronic questions, would just go away so he can slip off and do his business. Or perhaps you'll be the surly barkeep who, in order to raise the dowry needed for his daughter's wedding to a successful merchant, has taken to watering down his drinks to increase his profits.

A sole interesting NPC can single-handedly save a floundering gaming session – which might otherwise be dry and mundane. NPCs are the GM's mouthpiece. With them you can convey information and details about your campaign world in such a rich way that the players are magically transported, giving them the sense that what is happening around them is real.

With a bit of effort you can focus your whole campaign around a dastardly villain or a simple bleeding heart benefactor. NPCs can convey information about your world, become the life-blood of plot hooks, and provide the catalyst for endless adventures. These are not elements to ignore, and each NPC must be played to the hilt with their own personality, quirks, flaws, and traits. Therefore, it is important that you play each role to the maximum, giving every NPC his own personality, quirks and traits. This chapter will aid you in meeting this challenge.

BUILDING AN NPC

The first step in building an NPC is to determine how big a role he or she will play in the game. Of course, this is not always obvious at first. A player may take a shine to a certain NPC or circumstances may dictate that they step up to bolster a group's capabilities thereby enhancing their involvement in the storyline.

In general, it isn't necessary to flesh out every single detail of an NPC's backstory if they will only appear in the game a single time for a few minutes. The following charts are accordingly nested in order of complexity. Thus a walk on NPC may only need to roll on the first few, while an NPC who is destined to become integral to the party's story may need to roll on all of the following charts.

Fleshing Out NPCs: Whether your NPC is a walk-on or destined to become a regularly recurring staple of your game, you may wish to provide a certain level of detail, else your NPCs will be little more than cookie-cutter, two dimensional, humdrum nothings deserving of whatever abuse your players heap upon them (and you). Luckily, the process of detailing your NPCs is not that difficult and can actually be done, at least initially, on the fly. By following this iterative process when introducing an NPC, you'll guarantee many memorable encounters.

Your HackMaster NPCs should only be detailed to the level required by the circumstances. After all, if the characters are bartering with a random shopkeeper in the city, they needn't know the details of his extended family let alone his quirks and flaws. However, you should role-play a few defining or unique characteristics of the shopkeeper. There are four levels of detail you can go into, and the charts are arranged in order of necessity.

1. Basic Details:

All NPC characters should begin play with five rolls (or choices by you as circumstances dictate):

(a) Race

If playing a 'traditional' medieval campaign such the default *Kingdoms of Kalamar* setting, the presumption is that the overwhelming majority of people are going to be human unless one travels to a demi-human or humanoid enclave. Additionally, those humans are themselves likely to overwhelmingly be of the dominant ethnicity for that region (with somewhat less dominance in port towns and border areas). Foreigners that duplicate the dominant ethnicity are from adjacent countries or domestic migrants from the country's hinterlands.

Race and ethnicity is thus driven primarily by geographical location.

Table 9.1: NPC Race	
Roll (1d100)	**Race**
01-85	Human (dominant ethnicity)
86-92	Human (foreigner)
93-00	Non-Human

Table 9.1a: Foreign Human Ethnicity	
Roll (1d100)	**Ethnicity**
1-20	Brandobian
21-30	Dejy
31-40	Fhokki
41-66	Kalamaran
67-84	Reanaarian
85-100	Svimohz

Table 9.1b: Non-Human Race	
Roll (1d100)	**Race**
1-50	Halfling
51-66	Half-Hobgoblin
67-78	Half-Elf
79-87	Dwarf
88-92	Half-Orc
93-95	Elf
96-00	Gnome

(b) Gender

If you really need a table – use a d2 (coin flip).

As a practical matter, HackMaster does not discriminate between the sexes in character generation or NPCs abilities. It is your personal choice whether you wish to follow the historical precedence of patriarchal societies that tended to limit the opportunities available to women (and thus their interaction with individuals outside their immediate family).

(c) Name

Everyone needs a name, right?

While there's nothing inherently wrong with naming an NPC with the first thing that pops into your head, Joe, Bob and Hank are not really the stuff of high fantasy and tend to break the otherworldly veneer you've carefully built around your campaign. This writer and GameMaster has himself fallen into this very trap by offhandedly naming an NPC 'Dick' only to see him inexplicably play a recurring role in the campaign for months.

On the fly name generation is definitely a skill. For those of you so blessed, carry on should you so choose. However, if this is not an ability you possess, we have provided you with a number of charts to facilitate this task.

These human names are consistent with each of the six language groups in the Kingdoms of Kalamar and thus give each NPC a cultural marker. Once accustomed to the sound of these names, players can more readily immerse themselves in the campaign world via the distinctive people and place names unique to each region of the world. Even if you're comfortable making stuff up on your own, you may wish to take advantage of the consistent flavor these name lists provide.

Note that human surnames are not provided. It is uncommon for non-nobles to have hereditary family names preferring instead an occupational or descriptive suffix to their name where distinction between two similarly named individuals is required.

Halflings, in addition to utilizing the language of the larger human society they are invariably subsumed within, also employ said culture's naming conventions. Other demi-humans strongly retain their own distinctive culture and may adopt a *nom de guerre* when interacting with outsiders (as is common with dwarves lest their true name be inscribed in an adversary's Book of Grudges). Half elves, half hobgoblins, and half orcs use the naming conventions of the culture they were raised in.

Table 9.2a: Brandobian Names

Roll (1d100)	Female	Male
01-02	Anseleen	Aldus
03-04	Avita	Altamir
05-06	Benita	Benren
07-08	Blesden	Brandven
09-10	Blesel	Brendoln
11-12	Brava	Brensen
13-14	Brennor	Brondil
15-16	Brildrel	Coldon
17-18	Coldrel	Coldran
19-20	Cosolel	Colnor
21-22	Crendril	Corbren
23-14	Dandrel	Crend
25-16	Debnor	Dandol
27-18	Debsela	Darmin
29-30	Elbren	Debben
31-32	Elvled	Defrin
33-34	Evelna	Dolcor
35-36	Evle	Dolm
37-38	Foladel	Dorran
39-40	Forlema	Ervlen
41-42	Gulda	Eselnor
43-44	Hanadrel	Estand
45-46	Lelten	Folcor
47-48	Lencrita	Fornol
49-50	Lensel	Fortind
51-52	Mindan	Glandal
53-54	Mindoleen	Granden
55-56	Mindrel	Gruthal
57-58	Norlel	Hurthal
59-60	Norlen	Ichil
61-62	Norvita	Ilthan
63-64	Olelita	Lanomar
65-66	Pandred	Lonvlen
67-68	Pelema	Maldus
69-70	Ranselita	Munvalnl
71-72	Rennor	Nandten
73-74	Sabeleen	Norbren
75-76	Sarva	Nurband
77-78	Selguld	Plonthal
79-80	Selmel	Randar
81-82	Strolema	Randoln
83-84	Tabulan	Senden
85-86	Telvril	Sevlen
87-88	Tindolel	Stromen
89-90	Vosita	Transen
91-92	Vurethel	Tronben
93-94	Wencrel	Valdesin
95-96	Wuldra	Voldomar
97-98	Yavlel	Vrasten
99-00	Yulan	Vrindon

Table 9.2b: Dejy Names		
Roll (1d100)	Female	Male
01-02	Adagyr	Bajesh
03-05	Adako	Bajyr
06-07	Asesh	Chojani
08-10	Ashny	Chojen
11-12	Ashsha	Darja
13-15	Chada	Gyrjen
16-17	Chasha	Janad
18-20	Cheshy	Janesh
21-22	Daresh	Jaresh
23-25	Darshy	Jijen
26-27	Doka	Jish
28-30	Dolshy	Jorath
31-32	Freesha	Jorjen
33-35	Jondar	Khodri
36-37	Jynda	Kokevi
38-40	Jynjen	Konish
41-42	Jynko	Kotesh
43-45	Koda	Nyrash
46-47	Koji	Nyrtesh
48-50	Kony	Rijani
51-52	Koshy	Rojen
53-55	Kylsha	Roshani
56-57	Kyra	Roshnyr
58-60	Nyrko	Sajyr
61-62	Rijko	Sanyr
63-65	Rokada	Saryf
66-67	Rosharek	Shajen
68-70	Roshy	Shako
71-72	Shaji	Shanath
73-75	Shary	Shanjen
76-77	Slajen	Shanko
78-80	Theja	Shathy
81-82	Thena	Shiseth
83-85	Vashel	Shyja
86-87	Vashshy	Shynath
88-90	Yendo	Thajani
91-92	Yeren	Thakyr
93-95	Yerjen	Thaseth
96-97	Yoji	Thekevi
98-00	Yokoji	Theryf

Table 9.2c: Fhokki Names		
Roll (1d100)	Female	Male
01-02	Defyn	Artakk
03-05	Dortha	Arturr
06-07	Dunilla	Dvokk
08-10	Dythrok	Dvorn
11-12	Elkka	Elmin
13-15	Enga	Eselvan
16-17	Fontharra	Fralnurr
18-20	Fyvena	Froljar
21-22	Ganarra	Fythur
23-25	Genakk	Gornarr
26-27	Gulli	Gortakk
28-30	Gytha	Gortha
31-32	Halvena	Gurthay
33-35	Hanula	Gurvarr
36-37	Lontharra	Hostud
38-40	Otha	Hreath
41-42	Oyatha	Hreathwrot
43-45	Ranalkka	Hurgil
46-47	Renerra	Hurrkal
48-50	Rortakk	Lokkal
51-52	Rothla	Lokkur
53-55	Ryndar	Mantak
56-57	Rythrok	Murrjar
58-60	Shrokker	Ragil
61-62	Sorykka	Rasttak
63-65	Sulli	Rastur
66-67	Sylla	Rasvokk
68-70	Tankarra	Ronarr
71-72	Tenga	Rythok
73-75	Thanarkka	Rywrott
76-77	Thelka	Thalnawr
78-80	Thilla	Thelturr
81-82	Thillena	Thelvan
83-85	Thotha	Thurtok
86-87	Thraya	Thurvan
88-90	Thrayd	Thurvokk
91-92	Ullagakk	Viljar
93-95	Unula	Voskkal
96-97	Venena	Vosted
98-00	Vrykor	Vrytherr

Table 9.2d: Kalamaran Names		
Roll (1d100)	Female	Male
01-02	Aneta	Balamir
03-04	Asa	Balan
05-06	Benali	Baram
07-08	Berisa	Bavamir
09-10	Dela	Darokar
11-12	Derilu	Desamir
13-14	Dorata	Famalan
15-16	Dorena	Fanam
17-18	Elenaru	Fedamir
19-20	Falara	Feledar
21-22	Falinena	Feranis
23-24	Famaril	Folikar
25-26	Fanam	Fonamar
27-28	Febelu	Galinon
29-30	Felana	Gulasar
31-32	Fera	Halanar
33-34	Fitolima	Haraman
35-36	Gimane	Holaras
37-38	Gira	Hovaran
39-40	Goranu	Hul'Mar
41-42	Gosalaka	Humatar
43-44	Hal'Vena	Lakaran
45-46	Helena	Lanokar
47-48	Hilu'A	Malaran
49-50	Hiralu	Minon
51-52	Ilubek	Minoral
53-54	Inara	Molamer
55-56	Irana	Moranam
57-58	Kalila	Morisato
59-60	Kaperele	Nelata
61-62	Ki'Isa	Nerator
63-64	Kilisa	P'Ligel
65-66	Kinura	Palar
67-68	Kobela	Parama
69-70	Korasela	Pavaran
71-72	Lalare	Pilamel
73-74	Lamasaru	Piramar
75-76	Linura	Pitar
77-78	Lisanara	Pulan
79-80	Melana	Puramel
81-82	Mepate	Relemir
83-84	Nelata	Resemer
85-86	Pakara	Saterus
87-88	Pamabe	Satira
89-90	Radama	Selemar
91-92	Selata	Selinoras
93-94	Takane	Senovar
95-96	Tolali	Sulat
97-98	Tomare	Suramit
99-00	Torare	Vanamir

Table 9.2e: Reanaarian Names		
Roll (1d100)	Female	Male
01-02	Alixoor	Belaar
03-05	Arisee	Boelain
06-07	Biasa	Bouzaar
08-10	Boebea	Daavao
11-12	Ceonai	Dealaan
13-15	Ceopeari	Elaruulan
16-17	Daaralau	Emearer
18-20	Daolia	Geolain
21-22	Gaafoor	Govuur
23-25	Giitova	Haaneir
26-27	Haavau	Haar
28-30	Huurum	Lealaur
31-32	Kaavou	Lenaiz
33-35	Keilaaw	Liamar
36-37	Laarairi	Luurear
38-40	Leugoo	Mearaxiu
41-42	Lewao	Mouzaar
43-45	Luuboor	Naavoor
46-47	Malee	Naerum
48-50	Miana	Neila
51-52	Moorau	Peasor
53-55	Naatea	Poataar
56-57	Naavabi	Raalain
58-60	Nooria	Raizix
61-62	Raasaava	Reenea
63-65	Rianoo	Reolaar
66-67	Saosee	Reolain
68-70	Seolana	Ruuariz
71-72	Taakei	Seevaar
73-75	Teelia	Seluuk
76-77	Vaalee	Sortureer
78-80	Vaatisea	Sutilla
81-82	Vandakeer	Taofoor
83-85	Vaolai	Taunaar
86-87	Vauvoor	Vaxea
88-90	Veuza	Veeroa
91-92	Viasea	Vuuawa
93-95	Vuubou	Wiuxiu
96-97	Zaeria	Wuuvoor
98-00	Ziliana	Zaarmau

Table 9.2f: Svimohzish Names		
Roll (1d100)	Female	Male
01-02	Amazha	Amar
03-05	Anasvish	Anarvis
06-07	Daresvim	Ansven
08-10	Dezha	Azhanimahr
11-12	Ehnamo	Azvan
13-15	Ehnosham	Dashaz
16-17	Emeni	Hilano
18-20	Hava	Hilanozh
21-22	Hazhasha	Himvho
23-25	Hizavah	Imoh
26-27	Lashasvow	Izvan
28-30	Lehano	Jovohr
31-32	Leshan	Lahzni
33-35	Lezosa	Lonamvho
36-37	Manona	Mehnozh
38-40	Menahvna	Mesvanish
41-42	Mensha	Miznamvho
43-45	Minona	Mizovohr
46-47	Mohlamo	Movazh
48-50	Morashez	Nimozh
51-52	Movamo	Onsvar
53-55	Nenimah	Ozhivahn
56-57	Nomishim	Pahnish
58-60	Parahvna	Ranozh
61-62	Savano	Razhan
63-65	Sharresh	Rhovan
66-67	Shazi	Roshanaz
68-70	Shizresh	Sanozh
71-72	Sisi	Selevahn
73-75	Svazha	Shazahn
76-77	Svowano	Shozar
78-80	Vanazha	Suvar
81-82	Vemresh	Vahni
83-85	Vorazam	Vozohr
86-87	Wheminah	Whehan
88-90	Yozham	Wherahzni
91-92	Zeminah	Zharven
93-95	Zhani	Zhulurahn
96-97	Zhashosa	Zohshanam
98-00	Zoravam	Zovazh

Table 9.2g: Dwarven Names			
Roll (1d100)	Female	Male	Family Name
01-03	Ada	Adurmak	Beambender
04-06	Adel	Arzabak	Berylfist
07-10	Agmar	Blim	Blackaxe
11-13	Angelka	Bolburd	Brassbellow
14-16	Dagmar	Borli	Brickhouse
17-20	Darloka	Burlom	Brightforge
21-23	Dorra	Dargrum	Brightstone
24-26	Edda	Durmak	Bromide
27-30	Elta	Fargad	Bronzehand
31-31	Farada	Fargel	Coppereye
34-36	Femek	Folok	Fellfurrow
37-40	Fonera	Forbarek	Goldhart
41-43	Ganila	Fulkaft	Hammerarm
44-46	Gomore	Fuwek	Hardsole
47-50	Gunor	Golzumak	Ironhead
51-53	Imelka	Gurum	Ironheart
54-56	Inafa	Kelterak	Leadfoot
57-60	Kanura	Khazuk	Oreshod
61-63	Kelarr	Klim	Plumbfist
64-66	Ketta	Kordur	Quartzeye
67-70	Klass	Lomburd	Quickvein
71-73	Kombar	Lurgrum	Rustbeard
74-76	Kormeta	Rorak	Shalebrow
77-80	Kuoro	Rurik	Shalerock
81-83	Mieka	Tregel	Silverbeard
84-86	Mosko	Trezhek	Sootbeard
87-90	Nadel	Ulgrum	Steelhead
91-93	Zarakil	Urdur	Steelheart
94-96	Zedda	Urgaz	Stonehelm
97-00	Zomed	Urik	Stonesunder

Table 9.2h: Elven Names			
Roll (1d100)	Female	Male	Family Names
01-04	Ameris	Amascai	Aladanna
05-08	Asaivelia	Amator	Avalariel
09-12	Asanita	Amelad	Bereralaen
13-16	Celmereian	Bare	Calaeclya
17-20	Coleiana	Cateine	Calberiel
21-24	Colinaseti	Cyrn	Cebaenaryn
25-28	Culerena	Devarel	Daramariel
29-32	Culessa	Elamaryn	Dareriabrilla
33-36	Hanasila	Hulirrad	Elobalaen
37-40	Jelanica	Hullitee	Gavalennon
41-44	Jelena	Hurell	Halamaela
45-48	Jeserel	Jumar	Halonannon
49-52	Laraneai	Melidor	Harrobalaea
53-56	Mehamia	Mellitee	Isachariel
57-60	Mehelet	Selemar	Jenneriaeclya
61-64	Setita	Sellitad	Jolarilia
65-68	Seviavena	Shifan	Laberiaddlaen
69-72	Tessevi	Sinatai	Lhaberel
73-76	Tulmeree	Sincarel	Mavabessi
77-80	Tultetika	Telarai	Naedredar
81-84	Wylameia	Torasceine	Nalabouranna
85-88	Wylee	Toratin	Onaeriel
89-92	Wylica	Wecarel	Paraddlaen
93-96	Zasaina	Werlen	Ranamaeriel
97-100	Zowale	Wevelin	Sheiredar

Table 9.2i: Gnomish Names			
Roll (1d100)	Female	Male	Surname
01-05	Caila	Banarak	Bagazi
06-10	Cainfreda	Banil	Bagborn
11-15	Fulansa	Faeram	Cainfort
16-20	Galfreda	Faerbast	Chivralpa
21-25	Habamel	Forbor	Dalfort
26-30	Jandy	Fulmor	Davazi
31-35	Lulla	Gromar	Galborn
36-40	Meileen	Gruthal	Galman
41-45	Merabal	Gultemp	Gozer
46-50	Meripa	Gumari	Gulazi
51-55	Nandy	Habarak	Herazi
56-60	Raxeen	Herjrast	Herit
61-65	Rella	Hreslin	Lulman
66-70	Saleen	Merbast	Meilayt
71-75	Salipa	Raxil	Nitanni
76-80	Semanba	Restam	Piulman
81-85	Semaneo	Romari	Semafel
86-90	Vandy	Romlin	Tesafel
91-95	Vulansa	Sil	Vuler
96-100	Zarabel	Sulin	Zarayt

Table 9.2j: Hobgoblin Names		
Roll (1d100)	Female	Male
01-02	Akagh	Azgran
03-05	Arazagh	Azzak
06-07	Brogarz	Bekkron-Naz
08-10	Brogatu	Bohagazh
11-12	Brogulda	Dolmak
13-15	Bulanaz	Dozhgran
16-17	Dazulka	Ganakh
18-20	Dokamett	Gharzagh
21-22	Gubrakk	Ghekkgaz
23-25	Guldaz	Ghottak
26-27	Gulkumek	Gornatt
28-30	Gulmabek	Graz-Naz
31-32	Gulmardar	Grezat
33-35	Gultta	Gulak
36-37	Kaghaz	Harrgran
38-40	Kaghe	Herkuul
41-42	Kakrana	Kargran
43-45	Kanabek	Kelghaz
46-47	Kanaraz	Kelrand
48-50	Kathal	Kinshag
51-52	Kolmarz	Koron
53-55	Krokamel	Krihtak
56-57	Makkel	Kurgaz
58-60	Makranmek	Orakh
61-62	Mekkulka	Paggagh
63-65	Mrogul	Pagrahzak
66-67	Mukli	Patukhar
68-70	Mulakk	Pulmak
71-72	Nagraz	Puwagh
73-75	Norog	Raitagh
76-77	Raggazh	Rargaz
78-80	Randarz	Sagrhar
81-82	Silkathal	Senakh
83-85	Sulkro	Shagraz
86-87	Thakarz	Sokak
88-90	Thazu	Thaltak
91-92	Tubrak	Thanagazh
93-95	Tukrome	Tizraz
96-97	Vuthal	Tukkraz
98-00	Wrogga	Tuvagh

Table 9.3: NPC Age	
Roll (1d20)	Age Grouping
1	Child
2-3	Adolescent
4-6	Young Adult
7-16	Adult
17-19	Middle-Aged
20	Old

(d) Initial Appearances:

Unless the NPC is truly a chance meeting, you will probably want to opt for the character to be an adult human of the majority racial group for the region of Tellene in which your adventure is taking place (see *Race*). This provides the greatest flexibility.

Age: If you want to include opportunities to interact with children (perhaps precocious street urchins), feel free to randomly determine the NPCs age using Table 9.3. Note that children & pre-teens cannot have a profession (and teenagers & young adults are fairly restricted) possibly complicating further programmed development of the NPC.

First Impressions and Mannerisms: Tables 9.4 and 9.5 provide some interesting details that can be used to make the initial encounter with the NPC memorable and ensure that each one is unique.

They are meant to give the GM a list of easy personifications to [hopefully] lead the PCs to say "Oh it's that guy." If you get to this point, you've truly succeeded. When PCs reach this level of familiarity, they interact more comfortably and naturally with the recognizable character. That's solid gold!

These selections are there to assist you in setting the scene. Face it; interacting with NPC #22 in Hagley Town is probably going to be *pretty* boring unless the module writer has really gone the extra mile to provide a script and personality for every townsperson. If it's your own homebrewed setting, you almost certainly don't have the time to provide this level of detail.

These tables, in effect, serve as stage directions for you to build a narrative. Those of you with some exposure to the theater (way back in primary school in the case of this author) will recognize the concept. The place where the NPC is encountered is the setting; the memorable first impression suggests a scene, and the NPC's unusual habits, coupled with his profession, guide exposition. It is then up to you to utilize your best improv skills to play out the encounter. You can actually act out the NPC's habits (such as always scratching his head, tugging on his beard, staring at the sky when talking, mumbling, etc.) at the table, adding a visual element to the role-playing experience. Shtick is good.

(e) Occupation

Non-Player Character Role: Obviously it is up to you to determine what role, be it a shopkeeper, beggar, guardsman or tavern patron the NPC is filling. This should stem naturally from the scene you set and the actions of your players. Thus deciding upon a profession – rather than simply rolling one up – is the far likelier option. After all, if the PCs enter a shop, one would logically presume that the NPC they encounter there would be a shopkeeper or one of his clerks.

Table 9.4: Memorable First Impressions of NPC	
Appearance	**(d1000)**
Accompanied by a Retinue	001 – 005
Bald	006 – 029
Barefoot and Destitute	030 – 046
Beaten Up	047 – 051
Big Beard	052 – 075
Blocking Foot Traffic	076 – 085
Boisterous	086 – 102
Bug Eyed	103 – 107
Carrying a Baby	108 – 112
Carrying Heavy Burden	113 – 131
Catcaller, Lewd	132 – 152
Choking	153 – 155
Chuckling to himself	156 – 169
Deformed	170 – 171
Desperately Rifling through his Bag	172 – 183
Distinctive Headgear	184 – 197
Dog Walker	198 – 204
Drunk as a Skunk	205 – 214
Eating Street Food	215 – 233
Effortlessly Stylish	234 – 238
Excessive Jewelry	239 – 243
Exotic Animal Skin Garment	244 – 246
Exotic Pet	247 – 249
Extremely Pale	250 – 261
Farm Strong	262 – 275
Fatso	276 – 285
Filthy	286 – 304
Flecked with Paint	305 – 311
Followed by a Cloud of Bugs	312 – 314
Fresh Off the Boat	315 – 324
Garish Piercings	325 – 331
Giving you "The Eye"	332 – 348
Glancing about Expectantly	349 – 360
Haggard	361 – 379
Harassing Others	380 – 386
Heavily Perfumed	387 – 391
Hideous	392 – 396
Hooded	397 – 413
Ill	414 – 420
In a Hurry	421 – 437
In an unusual Costume	438 – 440
In Good Spirits	441 – 450
Incredibly Thick Unibrow	451 – 457
Indolently Chewing on a Toothpick	458 – 471
Intimidating	472 – 476
Kicking Along a Ball	477 – 488

Appearance (continued)	(d1000)
Lackadaisical Attitude	489 – 500
Leading a Beast of Burden	501 – 514
Limping	515 – 519
Loitering	520 – 540
Looks like he just got off Work	541 – 550
Loudmouth	551 – 569
Mean Faced	570 – 588
Muttering to Himself	589 – 600
No memorable characteristic	601 – 624
Obvious Hayseed	625 – 648
Obviously Looking for Something	649 – 658
Outrageous Facial Hair/ Sideburns	659 – 663
Overly Friendly/ Ingratiating	664 – 670
Picking Flowers	671 – 673
Preoccupied	674 – 692
Put-Together	693 – 704
Reeks of Cheese	705 – 709
Reeks of Fish	710 – 719
Running Away from Scene	720 – 722
Scantily Clad	723 – 727
Shabbily Dressed	728 – 748
Shady	749 – 762
Shirtless	763 – 779
Shivering with Cold	780 – 786
Shuffling Steps kick up Dust	787 – 798
Singed	799 – 801
Smells of Bacon	802 – 806
Smoking Aromatic Tobacco	807 – 823
Soaking Wet	824 – 826
Spiffy Dresser	827 – 833
Spotless	834 – 836
Starving	837 – 853
Surrounded by Children	854 – 860
Suspiciously Unremarkable	861 – 865
Swagger to his Step	866 – 877
Terribly Sunburned	878 – 884
Tough	885 – 891
Uninteresting	892 – 912
Unique Tattoo/s	913 – 919
Unusually Physically Attractive	920 – 926
Unusually Short	927 – 933
Unusually Sweaty	934 – 943
Unusually Tall	944 – 950
Very Hairy	951 – 969
Walking Quickly	970 – 976
Weeping	977 – 986
Whistling a Popular Tune	987 – 000

If circumstances dictate or you simply want to randomly determine an NPC's profession, please refer to Table 9.6 NPC Occupations. Note that detailed descriptions of these professions can be found in Appendix 1.

Your run-of-the-mill walk-on character will need little else beyond this.

Table 9.5: NPC Unusual Habits	
(d100)	Mannerisms/ Speech Patterns
01	Always changing the subject
02	Always chewing a toothpick (or a stalk of grass)
03	Always cleaning nails
04	Always Eating
05	Always Has the Sniffles
06	Always keeps conversation light
07	Always Licking His Lips
08	Always picking his teeth
09	Always Positive Regardless of Circumstance
10	Always scratching his head
11	Always Slicking Down his Moustache
12	Always smiling
13	Apparently Intoxicated- Failing to Hold it Together
14	Apparently Intoxicated- Holding it Together
15	Asks for Advice on Uncomfortable Subjects
16	Blinks Too Often
17	Can't Seem to Pay Attention
18	Constantly Baiting Others with Small Insults
19	Crabby Appleton
20	Debbie Downer
21	Distracted
22	Doesn't Understand Conversations Have Stopping Points
23	Empahsizes his "S"s a little too much
24	Ends every sentence with "Know what I mean?"
25	Every Sentence sounds like a question?
26	Exaggerates
27	Expressive hand gestures
28	Extremely Pretentious Language
29	Gives Out Guilt Trips Like Candy
30	Gives Out Unsolicited Advice
31	Gripes Constantly
32	Impressively Foulmouthed without Cursing
33	Inadvertently Demeaning, Refers to other Adults as Sport, Kid, Champ, Tiger
34	Inexplicably Cold (and lets you know)
35	Inexplicably Hot (and makes sure you know)
36	Insists on hugging in lieu of any other greeting
37	Insufferable Know-it-All
38	Jokingly Insults Friends/Associates
39	Jumps to Conclusions
40	Keeps Lips Tightly Pursed
41	Lets Eyebrows do the Talking
42	Loudly Cracks Knuckles
43	Loudmouth
44	Maintains Intensely Purposeful Eye Contact
45	Monotone
46	Moocher, always asking for favors
47	Motormouth (never stops to breathe when talking)
48	Mumbles
49	Mushmouth
50	Name Dropper

(d100)	Mannerisms/ Speech Patterns *(continued)*
51	Never Blinks
52	Never Closes His Mouth
53	Never follows through on anything
54	Never Responds With More Than Five Words
55	No Grasp of Idioms
56	No Nonsense and Always to the Point/ Very Curt
57	Nods Head Along Vigorously with Other's Speech
58	Noticeably Flares Nostrils
59	Obnoxious Laugh
60	Obnoxiously Contrary
61	Only Speaks in Metaphors
62	Over Enunciator
63	Overactive Imagination
64	Overly Apologetic
65	Overly Enthusiastic
66	Overly helpful. Constantly asking "How're you doing? You OK? You need anything?"
67	Overly Proud/Referential of his Child/Job/Spouse/Parent, etc.
68	Overly Sexual
69	Overly Worrisome/Reticent to Try Anything
70	Preening and Self Absorbed
71	Prone to Mood Swings
72	Puts Emphasis on Incorrect Syllables
73	Rambles into Long Stories
74	Repeats Sentences Back in a Mocking Tone
75	Rolls His Eyes
76	Schmoozer
77	Scoffs at Others' Suggestions
78	Secretive Eater
79	Serial Interrupter
80	Shifty- Eyed
81	Singsong Lilt
82	Singular Interest that He Brings Up in Any Conversation
83	Slaps his gut for emphasis
84	Socially Awkward and Nervous
85	Speaks out of One Side of His Mouth
86	Spitter
87	Stares at the Sky when Talking
88	Starts every sentence with "uhhh…"
89	Sucks Air Through His Teeth
90	Takes a Long Deliberation Before Any Reply
91	Talks with his Head Tilted to the Left
92	Terminally Unimpressed/Bored
93	Tiny Bladder
94	Total Fanboy of something, be it local/national pride, a personality, culinary style, philosophy, etc.
95	Trying too Hard to Fit In
96	Tugs on his beard or lock of hair
97	Touchy-feely
98	Unusual Interest in the Weather
99	Very, Very Fussy
00	Will Only Talk About Other People in a Whisper

Table 9.6: NPC Occupation		
d10,000	Occupation	Wealth
0001 – 0038	Able Seaman	-1
0039 – 0050	Actor	-1
0051 – 0054	Advocate (lawyer)	+1
0055 – 0062	Agent	+1
0063 – 0196	Animal Driver/Herder	-1
0197 - 0246	Animal Handler	-1
0247 – 0269	Apothecary	0
0270 – 0442	Apprentice	-1
0443 – 0446	Architect	+1
0447 – 0549	Armed Robber	-1
0550 – 0557	Armorer	+1
0558 – 0572	Artists	-1
0573 – 0802	Baker	0
0803 – 0817	Barbarian	-2
0818 – 0836	Barber-Surgeon	0
0837 – 0871	Basket Maker	0
0872 – 1024	Bath House Attendant	-1
1025 – 1407	Beggar	-4
1408 – 1411	Bellmaker	0
1412 – 1446	Blacksmith	0
1447 – 1454	Bleacher	-1
1455 – 1458	Bookbinder	0
1459 – 1470	Bookseller	0
1471 – 1478	Bowyer/fletcher	0
1479 – 1486	Brewer	+1
1487 – 1521	Bricklayer	0
1522 – 1529	Buckle Maker	-1
1530 – 1912	Bum/Vagrant/Drunk	-4
1913 – 1931	Bureaucrat, city	+1
1932 – 1943	Bureaucrat, local ward	+1
1944 – 1978	Butcher	0
1979 – 2028	Carpenter	-1
2029 – 2162	Cartographer	0
2163 – 2212	Cheese Maker	0
2213 – 2231	Cheese Monger	-1
2232 – 2243	City Guide	-1
2244 – 2297	Clergy	0
2298 – 2358	Clothier	0
2359 – 2400	Cobbler	0
2401 – 2484	Con Artist	-1
2485 – 2561	Constable/City Guard	-1
2562 – 2657	Cook	-1
2658 – 2672	Cooper	-1
2673 – 2684	Costumer	0
2685 – 3010	Courier	-1
3011 – 3014	Crossbow Loader	-1
3015 – 3029	Cutler	-1
3030 – 3064	Dairy seller	-1
3065 – 3106	Dog Catcher	-2
3107 – 3121	Dog Trainer	-1
3122 – 3504	Domestic Servant	-2
3505 – 3657	Driver/Hackney	-1
3658 – 3665	Dye Maker	0
3666 – 3669	Engineer	+1
3670 – 3673	Engraver	+1
3674 – 4114	Factotum	-1
4115 – 4118	Falconer	0
4119 – 4425	Farrier	-1
4426 – 4479	Ferryman	-1
4480 – 4529	Fisher	-1
4530 – 4544	Fishmonger	-1
4545 – 4548	Foreign Emmisary	+2
4549 – 4579	Flowerseller	-2
4580 – 4598	Fuller	-1
4599 – 4606	Furniture Maker	0
4607 – 4633	Furrier	0
4634 – 4806	Garbage Collector	-2
4807 – 4810	Exotic Animal Handler	0
4811 – 4818	Governesse	0
4819 – 4849	Grain Merchant	0
4850 – 4918	Grocer	0
4919 – 4937	Groom	-2
4938 – 4964	Groundskeeper	-2
4965 – 4968	Guide (wilderness)	-1
4969 – 4980	Haberdasher	0
4981 – 4995	Hay Merchant	0
4996 – 5187	Housewife	-1
5188 – 5570	Infirm	-3
5571 – 5601	Inn Keeper	0
5602 – 5605	Instrument Maker	0
5606 – 5617	Investor	+1
5618 – 5621	Jeweler	+1
5622 – 5698	Journeyman	-1
5699 – 6273	Laborer	-2
6274 – 6311	Latrine Jockey	-2
6312 – 6541	Launderer	-2
6542 – 6618	Leatherworker	-1
6619 – 6622	Limner/Illuminator	0
6623 – 6699	Lithic Weaponsmith	-2
6700 – 6734	Livestock merchant	0
6735 – 6746	Locksmith	0
6747 – 6842	Longshoreman	-1
6843 – 6877	Mason	0
6878 – 6900	Mercenary	-1
6901 – 6912	Mercer	0
6913 – 7027	Merchant/Shopkeeper, Other	+1
7028 – 7039	Midwife	-1
7040 – 7066	Miller	+1
7067 – 7078	Miner	-1
7079 – 7086	Moneychanger	+1
7087 – 7101	Natural Philosopher	+2
7102 – 7109	Naval Outfitter	0

d10,000	Occupation *(continued)*	Wealth
7110 – 7113	Navigator	0
7114 – 7117	Noble	+2
7118 – 7129	Outfitter	0
7130 – 7167	Painter	-1
7168 – 7179	Paper/Parchmentmaker	0
7180 – 7198	Pastry Maker	-1
7199 – 7217	Pawn Broker	0
7218 – 7485	Peddler/Bauble Seller	-1
7486 – 7497	Perfumer	+1
7498 – 7509	Physician	+1
7510 – 7701	Pickpocket	-1
7702 – 7739	Plasterer	-1
7740 – 7754	Plumber	0
7755 – 7758	Poet	-1
7759 – 7804	Potter	0
7805 – 7819	Press Gang	-1
7820 – 7892	Private Guard	0
7893 – 7930	Private Watchman	-1
7931 – 7938	Rabble Rouser/Anarchist/ Doom Sayer	-2
7939 – 8111	Rag Picker	-2
8112 – 8188	Rat Catcher	-2
8189 – 8211	Restaurateur	0
8212 – 8242	Roofer	-1
8243 – 8257	Rope Maker	0
8258 – 8303	Ruffian	-1
8304 – 8326	Saddler and Spurrier	0
8327 – 8349	Satchel Maker (purses, bags, backpacks)	0
8350 – 8502	Server/Barmaid	-1
8503 – 8525	Scribe	0
8526 – 8529	Scroll Caddy	-1
8530 – 8548	Sherpa	-1
8549 – 8552	Ship Captain	+1
8553 – 8556	Shipwright	+1
8557 – 8748	Shopkeeper	0
8749 – 8756	Silversmiths	+1
8757 – 8775	Skinner	-1
8776 – 8779	Slave Broker	0
8780 – 8791	Slave Overseer	-1
8792 – 9021	Slave/Serf	-4
9022 – 9033	Soapmakers	-1
9034 – 9037	Socialite Layabout	+2
9038 – 9056	Soldier-Archer	-1
9057 – 9060	Soldier-Battle Captain	+1
9061 – 9072	Soldier-Cavalry	0
9073 – 9095	Soldier-Crossbowman	-1
9096 – 9114	Soldier-Infantry	-1
9115 – 9122	Soldier-Lieutenant	0
9123 – 9134	Soldier-Pioneer/Engineer	-1
9135 – 9157	Soldier-Slinger	-2
9158 – 9165	Spice Merchants	+1
9166 – 9169	Spy (roll again for cover)	n/a
9170 – 9196	Stevedore	-1
9197 – 9231	Street Performer	-1
9232 – 9258	Tailor	-1
9259 – 9273	Tanner	-1
9274 – 9315	Tavern Keeper	0
9316 – 9319	Taxidermist	-1
9320 – 9350	Tiler	-1
9351 – 9358	Tobacco merchant	0
9359 – 9393	Torchbearer/Linkboy	-2
9394 – 9401	Town Crier	-1
9402 – 9405	Toymaker	0
9406 – 9409	Tracker	-1
9410 – 9440	Translator	+1
9441 – 9513	Traveler	0
9514 – 9536	Undertaker	0
9537 – 9540	Vestment Maker	0
9541 – 9567	Vintner	+1
9568 – 9579	Wainwright	0
9580 – 9617	Warehouser	0
9618 – 9625	Weaponsmith	+1
9626 – 9740	Weaver	0
9741 – 9752	Wheelwrights	0
9753 – 9890	Whore/Courtesan	0
9891 – 9902	Whoremonger	0
9903 – 9914	Wig Maker	0
9915 – 9926	Woodcarver	-1
9927 – 9953	Woodseller	-1
9954 – 9999	Wool Merchant	0
0000	Writer/Chronicler	-1

This professions chart presumes that the social encounter occurs in a town or city. As such, there are a wide variety of specialty occupations that may not be economically viable in a small village. Similarly, geography or climate may render certain professions untenable (such as sailors in a town far removed from the ocean or a navigable river). The chart is intended to be an aid to the GM, not a demographic breakdown of each of the hundreds of communities scattered across the world. Exercise some judgment and reroll any results that seem implausible.

Speaking of demographics, this chart is NOT an accurate representation of the population distribution of a town. The intent of the table is to provide an interesting sampling of people that mercenaries and adventurers are likely to encounter. Thus it is an abstraction meant to facilitate interaction in a role-playing game not a census breakdown for behind the scenes use as a tool to detail each and every resident. The majority of town dwellers (i.e. common laborers, domestic workers and children) play no role in the larger (and exciting) events the PCs are involved in.

Example of Use

The PCs step into a bar and begin to "search for rumors" from random patrons. I haven't detailed any of the occupants, so I go straight to these tables to generate my NPCs. The first one is:

- [Table 9.1] Human (dominant ethnicity)
  My players are in the country of Ek'Gakel so I'll assume he's Kalamaran
- [Table 9.2] His name is Takane
- [Table 9.4] He's overly friendly
- [Table 9.5] He's impressively foulmouthed without cursing
- [Table 9.6] He's an Armed Robber

Using these parameters, I'll extemporize a bit. He's overly friendly because he's a little intoxicated. That fits in nicely with the scene being a tavern. Maybe he and his criminal pals have just rolled a wealthy traveller and have a few extra coins in their pocket. Impressively foulmouthed fits well for a mugger and provides a touchstone for how to play this hoodlum. The 'without cursing' addition makes him a little more palatable without compromising his rough demeanor.

Ideas are already popping into my head as to how this random NPC can facilitate the plot. Is he somehow associated with the principal antagonist? Is he gathering intelligence on the PCs to relate back to his boss? Maybe that's an additional reason he's so friendly.

I decide to play him as a rough around the edges tough guy that asks the PCs a number of background questions while providing information unrelated to the protagonist (selectively cherry picking information from the rumor table should there be one). I also decide to save this guy and add him to the primary antagonist's goon squad or as a replacement for an unnamed bandit or brigand elsewhere in the adventure.

Thus a couple of rolls and a little improv have provided me with the means of handling a completely random encounter and, as an added bonus, may add some color and drama when this NPC possibly reappears later in the story.

2. More Details

Many NPCs will only interact with players on a social basis. That's just the nature of the relationship. Once you're equipped with a basic template providing some personality characteristics, you really don't need much else. Even should the NPC become a recurring personality, all you need to do is to make some brief notes on details that you've improvised and meaningful interactions the players have had with the individual. These will suffice for purposes of continuity.

That said, there will be NPCs who are more than a chance encounter on the street, at a tavern or the proprietor of a store. These are NPCs that the players will have a more meaningful interaction with – one that may involve dice throwing. This demands some extra development.

There are two variants to this step that are dictated by the type of interaction demanding of dice rolling. The initial one is for NPCs with some skillset that requires a check to further gameplay. This usually is the case for craftsmen, artisans or merchants engaged in an extraordinary transaction.

If you refer to Appendix 1, the detailed occupation descriptions are individually appended by a list of skills essential to said profession. For skilled tradesmen, a range of mastery is given for apprentices, journeymen and masters. For others, it is left to your discretion as to how proficient the particular NPC is at the skill. Just use your best judgment using the contextual guidelines of apprentice, journeyman and master to gauge the relative proficiency of the NPC in question.

Once you've settled on an appropriate mastery, resolve the skill check and annotate the NPC's mastery as a noted skill for handy reference should it be necessary to refer to it in the future.

Wealth: With anything more than casual contact, an NPC's wealth (or lack thereof) may serve as significant motivation. Individuals down on their luck may be more responsive to cash inducements and more likely to get involved in some harebrained scheme proposed to them by strangers. Conversely, well-to-do persons have little incentive to engage in dangerous or shady enterprises unless the payoff is substantial. While this may render them unlikely peers, they may have the wherewithal to employ itinerant mercenaries as flunkies to carry out their own grander schemes.

Table 9.7 provides a means of determining the prosperity of a randomly encountered NPC. The results should be modified by the "wealth" factor that appears to the right of the occupation listing in Table 9.6. These are stepwise increments thus a Noble whom you randomly determine to be destitute should advance two categories to middling. Feel free to override any results that contradict your intuitive perception of the NPC.

The results are purposefully skewed to reflect a teeming mass of urban poor and, of necessity, are broadly defined categorizations rather than a precise analysis of net worth. They exist to give you a qualitative feel of the resources the NPC has access to. How this plays out in game is up to you.

Table 9.7: NPC Wealth	
(d100)	Prosperity
01 - 30	Destitute
31 - 70	Poor
71 - 90	Middling
91 - 99	Affluent
00	Extremely Wealthy

Destitute: An NPC in abject poverty exists at the bottom of the socio-economic ladder. This person possesses minimal shelter, sleeping in crowded tenements, improvised dwellings, or some other undesirable locale. All items owned by this NPC are of poor or shoddy quality at best and he most likely owns only the simple clothes on his back. Do not expect an NPC in abject poverty to have even a single trade coin to his name. Daily meals are not a guarantee and the NPC most likely works sporadically in a low skill profession. If the NPC has a specialized, higher-earning profession, then his abject poverty may be a recent development. Examples of people you may find in abject poverty are slaves, refugees, derelicts, orphans, streetwalkers, dirt farmers, and anyone else who has fallen on hard times.

Poor: A poor NPC exists in a very tenuous position. Not quite the lowest of the low, the poor have two advantages over those in abject poverty: they all have food and shelter. At the low end of the spectrum, poor NPCs live in cramped, crowded, but secure dwellings while at the higher end of the spectrum, they may have very small cottages. Their possessions are all of poor quality and they possess only the most basic essentials for day-to-day life. Nothing they own could be said to have any resale value. They tend to work in menial jobs, or labor to provide raw materials to other more skilled professionals, but whatever their profession—it isn't providing much income. Examples of poor NPCs are most laborers, apprentices, fishermen, peddlers, itinerant priests, and anyone else who has only just the tiniest slice of economic security.

Middling: These NPCs are shopkeepers, small-scale merchants, and skilled craftsmen. Men and women of average income have homes, adequate nutrition, and their possessions are all of average quality. While these NPCs have decidedly more wealth than a poor NPC, most of it is tied up in their home or inventory (if they run a shop). Skilled workmen of this income level all own their own tools and shopkeepers or merchants are self-employed. NPCs of average income may be carrying a handful of copper pieces on them to spend on small necessities throughout their day, but they generally do not traffic in much silver outside of their businesses. Examples of NPCs with average income include master tradesmen, innkeepers, small business owners, and anyone else who has a stable life, but without a lot of bells and whistles.

Affluent: Individuals of this social stratum have it better than most every other member of their community. Not only do they live in comfortable domiciles with access to varied and interesting food, they may also even employ a servant or two to perform daily chores. In their work life, those of above average income tend to be the ones doling out the pay and giving orders to those beneath them. These NPCs are well dressed and often engage in conspicuous displays of their wealth. Expect them to be carrying a handful of silver pieces on them at all times. Even though those of above average income are wealthier than those below them, they are not flush with liquid assets. Much of the wealth of a merchant is tied up in his wares, while a landlord depends on his property holdings. Amongst their possessions, there may be two to three items that could be sold for a tidy profit, such as simple jewelry, fine clothes, or small objects d'art. Examples of those of above average income are politicians, successful businessmen, plantation owners, famous actors, deacons, high-ranking military officers, judges, lawyers, and anyone else who can have most anything they want.

Extremely Wealthy: These are the absurdly rich. Compared to any other member of their community, the extremely wealthy have everything in abundance. The homes they live in are always the most extravagant, their clothing the most elegant. They may employ any number of servants in their mansions and chateaus and if they own businesses, then their employees number in the hundreds. Their possessions are always of the finest quality and their homes contain multiple objects d'art to demonstrate their copious wealth. Expect them to be carrying a large number of silver coins on their person and maybe even a gold piece. Of course, people this wealthy rarely ever travel unaccompanied by guards. Wealth can take many different forms for the super rich, but oftentimes it is still tied up in their huge tracts of land, ships, wares, or other sources of investment. Examples of the extremely wealthy are nobles, investors, bankers, very successful merchants, top-ranking clergy, warlords, crime bosses, and anyone else that may own more than the rest of their community put together.

The following options are required for NPCs that might become involved in combat – even if only as a target. This applies to anyone that accompanies a group of PCs into dangerous territory (it's amazing how often torchbearers end up in mêlée!) Potential adversaries also merit this step.

Unless the NPC is someone very special, you should not go through the lengthy process of rolling up the NPC's ability scores and kitting them out like you would your own character. That's wasted effort. The *Hacklopedia of Beasts* has standard templates for various types of humans (men-at-arms, laborers, merchants, sedentary types) as well as a Brigand entry that covers criminal types.

You may wish to note if the NPC has any weapon proficiencies – particularly if the type of NPC is not typically combat trained. A torchbearer or porter untrained in handling a weapon will suffer a potentially significant non-proficiency penalty if simply handed a sword and told by his employer to "use this if anything attacks you." You should also note mastery in the following skills: Observation, Listening and Resist Persuasion. In most cases, these will be 11 – the average for humans.

Possessions: If necessary, list any weapons, equipment or gear the NPC has. Limit the list to essential transportable items that may be of use in an adventuring setting. Bear in mind the the NPC's wealth before assigning him any pricey items!

Languages: Indigenous humans, halflings and half-humans speak the local human language at advanced mastery. Foreign humans speak their own (advanced) as well as local (average). Other demi-humans speak both their own language as well as the predominant local human language at advanced mastery.

Alignment: An NPC's alignment may come into play at this level of detail so you should determine it. Before picking up the dice, you should ask yourself if this NPC has a pre-disposition given his background. For example, most criminal types tend not to lean towards law or good. Feel free to assign a suitable alignment if you have any hesitancy about determining it randomly.

Humans tend to prefer order and, despite numerous anecdotes to the contrary, are generally kindhearted.

Barring a situational overruling on your behalf, non-humans conform to their racial alignments as presented in the *Hacklopedia of Beasts*.

Table 9.7: Human Alignment

(d100)	Alignment
01-17	Lawful Good
18-27	Neutral Good
28-32	Chaotic Good
33-55	Lawful Neutral
56-76	Neutral
77-80	Chaotic Neutral
81-94	Lawful Evil
95-98	Neutral Evil
99-00	Chaotic Evil

This level of detail will suffice for nearly all NPCs.

3. Complete Detail

This level of detail is for a NPC that the PCs are going to spend A LOT of time interacting with. Few NPCs merit this level of detail. In general, this additional work should be reserved for those few NPCs that, over time, become an integral part of the campaign. Examples may include hirelings that become permanent members of an adventuring group, a prominent authority figure that essentially has the players on retainer as troubleshooters or a master teacher.

These NPCs should already have been partially developed by means of the previous steps. After all, the purpose of these guidelines is to assist you in crafting NPCs to the degree necessary for play without wasting your time needlessly detailing individuals with characteristics that are not essential.

It bears mentioning that NPCs intended at creation to fill a permanent role (such as henchmen) merit going through the full player character creation process as detailed in the Player's Handbook. These individuals are hardly chance encounters and their inclusion in the campaign is both planned and purposeful thereby giving ample time to flesh them out in minute detail.

The principal reason to go through this final exercise is to develop the NPC's personality. Over time, the rough sketch you've developed thus far may lack sufficient detail to avoid having to extemporize. If the latter's your forte, awesome! Proceed to Go and collect 200 experience points. For the majority of us though, these little details are precious gems invaluable to role-play.

Quirks: There's nothing like a quirk (or two) to give an NPC a distinct personality and ready springboard to guide his social interactions. Heck, there are cable television networks entirely based on this premise.

While you could simply roll on the quirks & flaws charts in the *Player's Handbook*, this has a chance of generating some obvious flaws that, in retrospect, may be difficult to explain away ("So we never noticed that this hireling we've travelled across half the world with is albino and has a peg-leg?") You don't need that hassle. Table 9.8 (*following page*) thus presents a curated list of quirks skewed towards those most inspirational for portrayal. Previously unexpressed quirks were simply repressed given the lack of familiarity in the relationship.

Character Background: An NPC's family history is another source of inspiration and can also quite readily be hijacked for plot purposes. Family squabbles are the oldest tropes around for good reason. By all means consider using this very familiar low-hanging fruit as a plot device. The stories are already written for you – you probably were forced to read dozens of them in English class. Put that experience to use. All you need is a way for the PCs to become entangled in the sordid affair and, guess what, this NPC is the link.

Sibling rivalries, betrayal, a wicked stepmother, a house divided and lost children are all conflicts that can

Table 9.8: NPC Quirks	
(d1000)	Quirk
001 - 005	Absent Minded
006 - 030	Ambivalent
031 - 055	Bad Liar
056 - 095	Bad Sense of Humor
096 - 140	Boor
141 - 185	Braggart
186 - 210	Chatterbox
211 - 245	Chauvinist
246 - 295	Chisler
296 - 300	Chivalrous
301 - 310	Clingy
311 - 335	Cruel
336 - 340	Delusional
341 - 345	Fanatic
346 - 355	Fop
356 - 375	Foul-Mouthed
376 - 405	Glutton
406 - 425	Gullible
426 - 465	Inappropriate Sense of Humor
466 - 525	Lazy
526 - 550	Lusty
551 - 570	Melancholy
571 - 615	Messy
616 - 645	Nosy
646 - 690	Obnoxious
691 - 735	Obsessive-Compulsive
736 - 770	Ornery
771 - 790	Ostentatious
791 - 820	Overconfident
821 - 825	Paranoid
826 - 835	Picker
836 - 860	Quick-Tempered
861 - 885	Racist
886 - 900	Scratcher
901 - 905	Short Term Memory Loss
906 - 925	Snob
926 - 935	Swindler
936 - 965	Talker
966 - 000	Touchy

stem organically from a NPC's family. If that's too much drama, there's always the excuse of having to go back home to visit relatives as a reason to travel to some out of the way location where the next adventure is located.

The NPC's family can be determined by using the charts under "Character Heritage & Lineage" on p. 122 of the Player's Handbook. Table 9.9 below may be used to determine the NPC's marital status. If married, divorced or widowed you can repurpose the "Status of Siblings" section of character lineage to determine his children. If unmarried, roll a d6, on a 6 they have illegitimate children. Roll d3p to determine number.

Table 9.9: NPC Marital Status	
(d100)	Status
01 - 20	Unmarried
21 - 30	Widowed
31 - 40	Divorced or Separated
41 - 100	Married
Male Dwarves, Half-Hobgoblins & Half-Orcs have a -20% modifier to this roll.	

That should suffice for almost every conceivable NPC. If you wish, you may continue this process by actually rolling out the NPC's attributes, determining height and weight, assigning hair and eye color, etc. However, it is unlikely that these things will actually matter in-game. It's a rare player that will turn to an NPC to perform some task (such as making a Feat of Strength check) when they can do so themselves. If for some reason you experience a "Let's get Mikey" moment at the table, you can always determine the attribute on the fly.

The singular exceptions are those with levels in character classes who are likely to fight against (or alongside) the PCs during their adventures. If you are using a pre-prepared scenario, these individuals will certainly be detailed to the level necessary to employ them. If you're designing your own adventure, it is best to view these NPCs as monsters because that's the role they are playing. Advice on developing a leveled NPC adversary appears in Chapter 10: Design.

NPCS BY TYPE

For convenience and easier understanding, we have placed NPCs into six basic categories: merchants, service providers, hirelings, cronies, henchmen (including followers, protégés and sidekicks), notables, monsters and others. We discuss each in detail, below.

A. Merchants

These NPCs are probably the ones with whom the PC will have the greatest voluntary interactions with (especially at the beginning of a campaign). Their value is that they sell the equipment PCs need (or want) for their adventuring activities. Most often merchants will have these goods in inventory allowing for immediate acquisition. However, in the case of exotic or high value items, merchants may be unable to afford the carrying costs required to keep such expensive items in inventory. Such instances will usually require a special order accompanied by a sizeable down payment.

Merchants differ from service providers in that they do not craft items themselves. Their skills lie in providing a broad selection of merchandise, ability to negotiate deals and procurement.

B. Service Providers

Broadly defined, service providers include the majority of NPCs who offer some form of service or product for cash. They differ from hirelings in that the latter are paid employees while the service provider is an independent agent with clients other than the PCs.

Service providers run the gamut, from artisans (anything from a cobbler or tailor to an armorer or jeweler) to contractors (providing building construction via his own employees) to specialists such as a cleric induced by generous contributions to implore his deity for curative assistance.

Service providers do not have to take guff from PCs. They have other income streams. That said, a plumb contract is difficult to resist. Service providers will endure a difficult client provided the pay is good. Word to the wise – demanding, fussy and high maintenance clients had best be prepared to pay generously.

Service providing artisans usually sell their finished goods to merchants rather than operating a storefront. In general, retailing is not their strong suit and it is not cost-effective to dedicate precious square footage to a show floor.

B-1. Laborers

Laborers are the most common form of worker to be found. In a world lacking modern technology and automation, humans provide much of the motive power to get things done.

This group includes general laborers, most farm hands, porters, bouncers, link boys and so forth. While some of these skills are more specialized than others, and even might require training, they are still considered labors because of the relative ease with which most people can learn them. The key to being a good laborer is all about the ability to finish assigned tasks, however menial or degrading.

All laborers possess the Laborer proficiency. When properly supervised, they can eventually accomplish whatever backbreaking task they are charged with.

B-2. Skilled Tradesmen

Often called artisans, skilled tradesmen are highly skilled individuals that undergo a lengthy training process to learn their occupation. This group includes coopers, blacksmiths, armorers, glass-makers and the like. It's easy to lump tradesmen together, but relatively difficult to compare them. Some, like weaponsmiths and armorers, might earn a wage from a single item crafted per week or even once a month, while others, like coopers or rope-makers, earn their living from the sheer quantities of goods they produce.

All skilled tradesmen are ranked based upon their experience and skill. All start as apprentices and work their way up to journeyman, and if they're exceptionally devoted and skilled, masters. Basic wages vary based on demand, skill level, quality of work and the region in which the tradesman labors.

One advantage of being a skilled tradesman is that most are organized into guilds. This ensures not only standardized training, but also rigorous quality standards and a fixed pricing structure. Not all tradesmen join guilds, though in some cities it can be illegal to practice outside the guild.

C. Hirelings

These poor unfortunate miscreants earn their living by hiring themselves out for pay. Why unfortunate, you ask? Because in HackMaster it usually means they end up in the employ of a player character — the cruelest and most heartless of all creatures under the three moons of Tellene. Players love to push around hirelings and abuse them to no end. And what is the root of all this hostility? No doubt, it is due to pent up frustration and is a misguided way of getting back at the GM.

Players often resent the GM for all the punishment he deals out to them, and being unable to directly retaliate, they take it out on the little guy. And in the world of HackMaster nobody is lower on the totem pole than the hireling. Now, most GMs take a 'players will be players' attitude and tolerate such abuse until they deem it has gotten out of hand.

This is generally the wrong attitude. Alignment and Honor considerations should always be a factor and be enforced as warranted. If, therefore, a chaotic evil fighter wants to slap around his squire, there is nothing as far as alignment or Honor to deter him. But, as you will soon see, there are other ways to discourage such behavior. Disgruntled hirelings are things to be feared. Later in this section, we give suggestions for how hirelings might get back at PCs who are not living up to their end of the employer/hireling relationship as described hereafter.

Hirelings typically have some sort of skill or specialization that the player characters need on a continuing basis rather than as a one-off. As such, hirelings are the most common NPCs encountered by players. Examples of various types of hirelings include: torchbearers, food tasters, pack bearers, guides, mercenary soldiers and so on.

'Hireling' and 'service providing artisan' may overlap should the PCs desire full time craftsmen. Generally this will only occur once they establish a permanent base of operations and decide that their needs are such that it's cheaper to bring someone on full-time than paying for as-needed services. It will be very difficult to

hire a master craftsman – particularly if the job requires relocation. Such individuals are well established in their community with extensive family ties, an established workshop and customers and the pride of being the boss. Only a truly astounding offer will tempt them.

PCs without bountiful wealth and honor will have to look for competent journeymen to fill any staffing needs.

C-1. Specific Hireling Descriptions

see Appendix 1 (p. 318)

D. Cronies

Cronies are a special type of NPC. They are old friends or acquaintances from the time before a player character decided upon a wayward life. They may be childhood friends, neighbors, former co-workers, fellow students or simply good drinking buddies with whom the PC formerly palled around but left behind when he took up the life of an explorer. Cronies have a shared background with a PC, which means there is a pre-existing bond and association between the two.

Just because they are old friends does not mean cronies are willing to give up their lives and place their worlds on hold just to follow the PC around indefinitely. They have their own jobs, ambitions and plans. They may even be tied down with a family or business. However, because of the past history, if at all possible, a crony will be there for a PC when called upon.

Cronies will never accompany a PC on an adventure or join a group of mercenaries, but they can be counted upon to provide a little friendly aid in a cold, cruel world. He is the guy you can barge in on if you roll into town unexpectedly. He is always good for a free meal and there is always room on his floor to unroll your bedroll. He may, depending on his situation, be good for the loan of a few silver pieces here and there. He may even possess skills the PC can use, have important contacts or connections, possess valuable information, or any number of things that make him an invaluable asset. When called upon for help, the GM has to play the crony weighing his own self-interests and circumstances against his willingness to help an old friend. For example, asking a crony to carry contraband through a heavily patrolled area is a very dangerous undertaking and a huge imposition on someone. A Persuasion skill check (with a +25% situational bonus owing to the crony relationship) should be made to determine just how far out a crony would stick his neck for a PC.

Whatever the level of aid the crony is willing to offer, he is not in it for the long haul. Cronies are probably better described as 'fair weather friends' than 'good friends.' The relationship between a PC and a crony will be seriously strained if the PC abuses the friendship or takes advantage of the crony. They will expect some type of compensation, either monetary in nature or in the form of a favor owed.

So What's the Catch?

Cronies cost no Building Points — the GM assigns them. They can provide aid at no apparent cost. On the surface, this seems to conflict with the basic principles of HackMaster, namely, nothing is free and everything must be earned. So, if that is the case, what is the drawback of having cronies?

First of all, a character's cronies all live in relative proximity to the area where the PC grew up. They are not floaters that can be called upon in the same manner as expending a charge from a magic item. Think about it. If you were in Jakarta or Kinshasa, you'd be shocked to run into a guy that you used to be friends with in little league. It would be ridiculous to assume that an acquaintance of yours is present in whatever far away town you happen to be in currently.

Given this reality, cronies are most useful when the campaign focuses on a fixed geographical area. The perfect situation would be a game set in a large city where the characters can have numerous adventures without having to trek all over the globe. Having cronies to call upon would prove eminently useful for the players and undoubtedly enhance role-play.

If, as is more likely the case, your campaign consists of a series of geographically dispersed modules necessitating extensive travel, the utility of cronies may be diminished. Not all is lost though if you wish to incorporate this concept, it merely requires some additional effort on your part. Since the assistance of "average Joe" cronies is of most use to beginning characters, you may wish to override player choice and decree that they all hail from a village or town central to where your initial adventure(s) are set or individually from a group of nearby settlements. In the latter case, the group will have access to cronies in several locations.

The second catch is that friendship is a two-way street. Cronies will expect similar treatment from the PC. In fact, every month the PC has a chance of being contacted by a crony (and asked for aid of some type). While it may be a hassle for the players to deal with these requests, it's pure gold for you as GM. These interactions can simply be a means for you to hassle a PC (distracting him from his goals, misdirecting him, delaying him, causing him undue monetary hardship) or, far better, they can serve as cover for a number of plot purposes. The crony and his problem can provide a story hook, they can incidentally be sources of rumors, or they can compel the PC to travel from point A to

point B. You get the picture. Unfortunately most adventures you purchase cannot assume this level of connectedness to the community at large and instead must employ the tired trope of 'random NPC with a problem'. Think how much better it would be for you to make some slight adjustments and personalize the introduction. The conflict becomes far more real once it involves people the PCs already know!

The chance of a PC's crony seeking him out for assistance is equal to his Honor expressed as a percentage. This check should be made monthly. Thus, the more reputable the PC becomes, the more his cronies migrate toward him in search of assistance. For every 100 points of Honor, one crony will contact the PC (100% chance), and any leftover Honor provides a percentage chance of additional crony visits.

So you can see that once a PC attains a certain level of respectability and a reputation for getting things done, his cronies will begin to view him as their patron. Some players will revel in the prestige accorded to them while others may view these requests as a constant source of irritation and an incentive to seek adventure in far off lands. One person's opportunity is another's problem to overcome.

If the PC refuses aid to the crony, he will contact 1d4p other cronies and report that the PC has "changed" and is now "too good for them." Each of these cronies has a 50% chance of believing the tales he's told and thereafter disparages the PC within his social circle. Deduct one point of Honor for each crony that's bad-mouthing the PC (one time loss). In addition, a d20 should be rolled for the rebuffed crony. A result of 1 means that he is so insulted that he becomes the PC's enemy.

Determining Number of Cronies

If you wish to employ these rules, you must determine how many cronies the character has by rolling 2d4p and adding (or subtracting) the character's Morale Modifier. Details about each crony's personality and traits can be fleshed out using the "Building an NPC" at the beginning of this chapter. Record the information in your campaign log for that PC.

Inform the player how many cronies he has and their background (to the extent you've developed it).

Acquiring New Cronies

Players may acquaint themselves with NPCs over the course of the campaign. Should they immerse themselves in their role and develop a personal rapport with a particular NPC, you may wish to elevate the relationship and make them the PC's crony. There are no hard and fast rules for this, it is purely an option and judgment call available to you.

You should leave it to the player to decide when, or if, he calls upon a crony for a favor or aid. You will find that cronies are an excellent tool for immersing your players into the campaign world. It gives them a sense that they are a part of a larger community instead of simply bursting forth on the scene as if they were a paper cutout with no network of friends or roots.

There are numerous ways a loyal crony can perform one small beneficial act that could mean the difference between life and death, or success and failure. After all, as anyone knows, "success all depends on whom you know."

E. Henchmen

Standard henchmen (hereafter referred to as simply 'henchmen') are ambitious NPCs who have opted to forgo attempting to make a name for themselves in favor of hitching their wagon to a star. Perhaps they were unable to gather a sufficiently numerous mercenary group of their own or were the solitary survivor of a calamitous expedition. Whatever the impetus for their decision, they have decided to accompany a renowned figure as extras rather than in the featured role.

They do not blindly serve a player character simply because they admire the ground he walks on. They are adventurers who serve a player character partly out of loyalty and partly as a means of improving their own station in life by gaining skills and experience. They have the mettle and backbone to live the life of a mercenary themselves and are willing to risk their lives for those they respect, but they expect the same in return from those they serve. They are also hard to find. Only characters with average or better Honor can attract and retain henchmen.

Followers

Followers are much more reliable than hirelings, who are typically motivated purely by economic self-interest. They are individuals who, while often expecting to be paid for their efforts, are drawn into the service of those characters with significant power and reputation.

The construction of a stronghold and the establishment of a dominion are the usual prerequisite for attracting followers. Only certain character classes attract followers and then only once they're achieved great experience and status. In general, followers are only drawn to player characters exceeding twentieth level. Pertinent details appear in the forthcoming volumes dedicated to these characters.

Sidekicks

Even more advantageous than a henchman is a sidekick. He is a loyal, life-long friend to a PC. He is a staunch ally, with whom a PC can entrust his very life.

Under most circumstances, the sidekick is unshakably loyal. He is the boon companion who will strap on his sword and fight by his friend's side no matter what the odds. He will ride into the thick of battle, stand toe to toe with a band of bloodthirsty Ogres or storm the gates of Hell itself for his friend. No one is more loyal than a sidekick.

Because of the special nature of sidekicks, each PC receives only ONE during his entire career. Sidekicks will never demand equal shares or payment, but they do expect to have their basic needs (such as food, shelter and equipment and training) covered by the PC, as well as the return of loyalty. After all, one cannot expect a sidekick to simply be a doormat.

Once a player reaches 6th level or thereafter, he may activate his sidekick. The player rolls up the sidekick as he would a player character, using any and all provisions allowed in the PHB (hence all sidekicks enter the game at first level). Once finished, the sidekick becomes an NPC under the GM's control and is handled as any other henchman. The only difference being, of course, that the sidekick is steadfastly loyal and willing to face almost any peril as long as the PC is by his side.

Protégés

The concept of mentors and protégés is unique to HackMaster and one of its finest gifts to the world of RPGs. Protégés are henchmen or sidekicks who have impressed a PC so much that he decides to take him under his wing as a ward and personally groom him as his successor. This is an excellent way for a player to invest in the campaign as well as the future. When his player character dies or retires, he can activate his protégé and make him his next player character. The PC can act as a sort of sponsor, funneling portions of his own experience and treasure to build up his protégés. He can enroll them in accelerated-development programs, helping them increase in skill level, weapon proficiency, knowledge of languages, etc. A PC's Charisma determines the number of NPC protégés they may mentor.

The protégé system is very important to the HackMaster GM; you would do well to encourage its use by your players. Many GMs fear their hard work on their campaign and unfolding story will be ruined with a total-party kill or when one PC dies, forcing that player to begin anew at level one. Some (who play games inferior to the great HackMaster) respond by allowing the dead to return from the grave as easily as buying the morning paper, making permanent death seem unlikely. Other GMs actually fudge rolls and cheat in order to preserve 'the game' (quotes because we all know, when there can be no failure, we've moved from 'game' to 'predetermined story'). Obviously, both results are anathema to HackMaster, where every advantage must be gained through great wit, effort and perseverance. Protégés are your easy solution to this dilemma. When a high level PC perishes, a smart player will have already invested in a protégé, who can fill in for the PC. He will still feel the loss of his cherished PC and begin anew at lower level (as should be the case as he, well, lost), but your player will not begin completely from scratch. Most importantly for you, the new PC will have a pre-existing connection to the other PCs and will know many of his deceased master's plans. In short, the protégé will slide right into the party with minimal disruption.

The player should look to his sidekick or one of his henchmen and decide which one of these NPCs best serves as an insurance policy by asking which one would he best enjoy as a possible PC should his current character die.

Mentor/Protégé system

The Mentor/Protégé system allows experienced players to have their player characters enter into a mentor/protégé relationship with an NPC. The mentor/protégé relationship described here allows the player to channel experience points and other benefits from his current player character to one lower level NPCs in order to bolster their rise to power. A player normally does this so that if his primary PC dies, he can assume the role of his former protégé and not have to start over at first level. As mentioned in the Player's Handbook, a PC is allowed to mentor a certain protégé – this being a function of their Charisma score.

These are generally NPCs with aptitude that are already serving the PC in some function – likely as henchmen. Once designated as protégés, these characters exist in a state between being a PC and an NPC. We call them Potential Player Characters or PPCs. Like henchmen, they are not automatons to be controlled at the whim of the player for the benefit of his primary PC! The player is allowed to suggest what course of action the PPC will take (and in practice can assume control of the NPC) but the GM has the final say in dictating how protégés behave and interact with the PC.

Once a player creates a PPC, a PC can funnel up to half of his earned experience points per level to his protégé. Once a player transfers these, they are gone. The method of funneling EPs to a PPC is detailed further on in this chapter.

Default Protégés

If a player has opted not to designate a henchman as a protégé and his player character is killed, you may optionally rule that his henchmen were all protégés that simply did not derive any exceptional benefit from their stingy mentor. You can thereby allow the player to assume the role of one of his deceased PC's henchmen rather than rolling a new character and starting from first level.

F: Monsters

This heading is placed here to remind the GM that Monsters are indeed NPCs too.

If simply existing as an opponent, they should be played according to their traits, characteristics and strategies as enumerated in the *Hacklopedia of Beasts*.

Leveled NPCs acting in this same role are essentially 'monsters' as well and do not require further development beyond their combat abilities.

It may come to pass that an intelligent monster or "exclusively opponent" NPC may be thrust onto the acting stage. They may be captured or some crazy circumstance may occur at your table that results in the monster having to interact with the PCs in a social manner. This needn't be a problem. Simply go through the "Building an NPC" process as you would any other NPC. Feel free to reroll any results that are grossly contradictory to your vision of the monster but otherwise just run with it.

G. Notable NPCs

These include those NPCs with a sense of self-importance that makes them more difficult to handle than most other NPC types. Notable NPCs typically have some level of power, rank, status, fame or position that sets them apart from others. They are characters that are not easily approached or befriended by those of lesser fame or social status. They will not allow themselves to be intimidated or manipulated by player characters (at least not by low to mid-level characters). Notable NPCs will balk at any suggestion that they are in any way the equals of other characters (unless, of course, of an equivalent social rank).

Here are a few examples of notable NPCs:

- A zero-level king born into royalty without a single victory under his belt and spoon fed by household servants since birth is a notable simply by virtue of his title and wealth. Even though a PC may be able to kick the king's ass from noon to Godday you can bet this notable character (the king) will not allow himself to be bullied or intimidated; one of the advantages of power and wealth is that you can hire muscle with which to surround yourself.
- A wealthy merchant who owns a manor house, five trading vessels and has a harem of women at his beck and call may only have a social status of Upper Middle Class by virtue of not being accepted into the gentry. He nonetheless is extremely rich, famous and unapproachable.
- A gladiator has had a string of victories in the arena and has proven to be a crowd pleaser. His fame is on the rise. In his most recent fight he did the impossible, he bested the reigning champion achieving an Epic Fame level. Now the lowly slave who once ate alone in the shadows of his cell has been granted his freedom by the Emperor and summoned to the palace to dine as the rich and powerful flock to see him.

None of these NPCs have much in common. One was born a notable. Another became one through acquiring wealth, and yet another became one by becoming famous. Other examples of notables are lesser nobility, high officials, wealthy merchants and guild leaders.

Notable NPCs are only rarely encountered directly (especially by low level PCs) since they are shielded by their entourage, underlings, hangers-on (and would-be hangers-on), cronies and other followers.

For example, suppose a player character requests to see or meet with a high official in hopes of establishing a new contact and increasing his power base. The notable NPC's lieutenant informs the player that unfortunately there is a waiting list and he will have to 'come back tomorrow.' When the player shows up for his appointment the next day, after waiting over an hour with no word, a lowly page is sent out to the foyer to inform the player that the busy official has other more pressing business and will be unable to attend. After days of such treatment the player finally gets the hint and gives up.

The point is not solely to harass the players (though that in and of itself can be quite amusing), but rather to demonstrate to them that there is a world in motion around them and that even NPCs may have important matters to which they must attend (and maybe to have a laugh or two at the PC's expense). The world certainly does not revolve around the players. What better way to drive that point home than to introduce an important NPC who does not have the time to deal with them? It also forces players to invent creative ways of meeting such important NPCs. What if they forged invitations to the royal ball, crashed it and while mingling with the guests approached the notable? Or what if they befriended the notable's carriage driver and greased his palm in order to receive a proper introduction? If the players fail in their attempts to approach a notable it will not be because the deck was stacked against them. It will be a failure of imagination.

By far the most likely way a PC will meet a notable is if the notable initiates an encounter himself. Perhaps the character's activities have been stepping on the toes of a notable's operation or area of concern and he has been forced to intervene or investigate. Or possibly he's heard of the party's fame and accomplishments and is entertaining thoughts of hiring them for some important job. Or maybe, just maybe, a bit of hero-worship has been stirred in his soul and he simply wants to use his power and contacts to arrange a meeting with the characters whose exploits he so admires. What could be more flattering to a player's ego?

Requestor's Social Class	Table 9.10: Fame and Honor Thresholds Required to Gain an Audience			
LLC-MLC	Major Celebrity or Legendary Honor	Epic Fame & Legendary Honor	no	no
ULC	Major Celebrity or Legendary Honor	Famous & Legendary Honor	Epic Fame & Legendary Honor	Epic Fame & Legendary Honor
LMC	Minor Celebrity or Great Honor	Major Celebrity & Great Honor	Famous & Legendary Honor	Epic Fame & Legendary Honor
MMC	Minor Celebrity or Great Honor	Major Celebrity & Great Honor	Famous & Legendary Honor	Epic Fame & Legendary Honor
UMC	Average Honor	Minor Celebrity & Great Honor	Famous & Great Honor	Famous & Legendary Honor
LUC	any	Average Honor	Minor Celebrity & Great Honor	Famous & Great Honor
MUC	any	any	Average Honor	Major Celebrity & Great Honor
UUC	any	any	any	Average Honor
	UMC	**LUC**	**MUC**	**UUC**

Approaching Notables:

As mentioned previously, notables are both busy folk and highly respective of the social order. As such, they have little time to be bothered by favor seekers and will not deign to socialize with the lower classes. Those seeking an audience with these esteemed persons will generally be dismissed out of hand. However, members of the lower order may occasionally be granted an audience if they are uniquely famous and honorable individuals. Barring any inventive role-playing, Table 9.10 sets the minimum levels of Fame and Honor required to be granted an audience with members of the higher social orders. Being granted an audience does not, of itself, guarantee that the noble reacts favorably to those appearing before him. You should roll an encounter reaction as detailed in Chapter Three: The Adventure to determine the tone of the interaction.

Notable Fame and Social Status

Table 9.11 provides some guidance as to the Fame and Social Status of the most commonly encountered notables. Obviously there will be exceptional individuals possessing great Fame or wealth that fall outside these guidelines (for example, a pirate lord).

Table 9.11: Notable Fame & Social Class		
Notable	Fame	Social Class
Wealthy Merchant	21-40	UMC
Guild Master	41-50	UMC
High Official, Mayor	51-60	UMC
Landed Gentry	61-70	LUC
General/Marshal	71-90	LUC
Local Ruler (Earl, Baron, etc)	81-100	MUC
Prince	170+4d10p	UUC
King	200+5d10p	UUC

PERSONNEL ACQUISITION

Hirelings

Hirelings are servitors, mercenaries and employees. They serve player characters primarily for the wages they are paid just as they would for any other employer. The primary difference (from the employee's perspective) in taking up employment with a band of mercenaries as opposed to seeking service with a local master is the sheer amount of bother such a lifestyle affords.

Risk of injury or death is certainly a primary consideration but not the only one. "Adventuring" involves perpetual travel away from friends and loved ones, frequent under provisioned camping or dodgy accommodations and unpredictable work hours. These facets of employment serve to dissuade most candidates. While it may be possible to trick naïve hirelings into accepting such employment, those unprepared for or unwilling to endure said will readily skedaddle the first opportunity they get. Particularly aggrieved hirelings may opt to take off with whatever animals, provisions or gear they were charged with overseeing.

From a practical standpoint then, a small band of mercenaries focused on wrestling treasures away from villainous

adversaries had best ensure that any ancillary members of their troupe are there as willing participants. Disloyalty is at best an irritating distraction from the mission and at worst can prove fatal.

Bearing this in mind, most services one might consider employing a hireling to perform are better purchased on the open market. Master tradesmen capable of manufacturing goods have a significant investment (perhaps their life savings) tied up in their shop and equipment. In addition, they likely have a family who will be opposed to their traipsing around the countryside if not other social obligations within their community. Hiring such an individual thus requires a substantial investment unlikely to be recouped for years. This is for town builders not dungeon explorers.

The types of hirelings thus amenable to employment by itinerant adventurers (as opposed to hiring their services for a few days) can be summarized into this list:

- Sherpa
- Torch Bearer
- Mercenary Soldier
- Private Guard
- Driver/Hackney
- Animal Driver
- Guide (Wilderness)
- Scroll Caddy
- Tracker

These individuals are usually young people with an inborn sense of adventure making them in many respects kindred spirits to the PCs.

Seeking Hirelings

There are a number of ways player characters can recruit potential additions to their retinue, the most expeditious being contacting an agent.

Agents serve as recruiters utilizing their vast network of contacts to find suitable candidates for their client. They can be found in any small town or larger community.

An agent demands an up-front fee of 5 s.p. and a bonus equal to 3 months wages of his proffered candidate should that individual be hired. Under ordinary circumstances, he can locate a potential employee in d3 days. However, any preconditions placed upon him (candidate must meet x, y and z) adds an additional d3 days and a month's wages to the finder's fee per condition. Provided that the search criteria aren't too onerous, he is guaranteed to be successful.

Players can conduct their own search by devoting a day to an Average difficulty Glean Information check. Success results in locating one candidate willing to consider the position. These candidates' personalities are randomly determined.

Interview Process

Since these NPCs are intended to accompany the party and may be exposed to combat, all candidates should be detailed to step two.

Potential hirelings will want to meet with their prospective employer both to discuss terms as well as to size up the PCs. This is an important decision for the NPC and if he gets a bad vibe, he'll just walk away. A steady job is nice but travelling cross-country with a group of sketchy mercenaries warrants caution.

Players, for their part, may wish to take special note of hirelings when it comes to guards and other special duties that require skill or some level of trustworthiness. It is solely their responsibility to ensure no slackers, shirkers or traitors are brought onto the payroll. This due diligence can be accomplished by you the GM role-playing the prospective hireling during the hiring process. Respond in character to any questions the PCs may have for the hireling.

Whether or not the potential hireling accepts the offer comes down to an opposed Recruitment skill check (vs. Resist Persuasion on the part of the NPC). There are several potential modifiers to this roll summarized below:

Table 9.12: Recruitment Roll modifiers

Category	PC Modifier	
Fame	½ Fame score (as integer bonus)	
Honor	Notorious	-75
	Dishonorable	-40
	Low	-20
	Average	*no effect*
	Great	+15
	Legendary	+30
Alignment	Identical	+10
	1 step removed (LG→NG,LN)	0
	2 steps removed (LG→N,LE,CG)	-20
	3 steps removed (LG→NE,CN)	-40
	4 steps removed (LG→CE)	-75
	Hireling Modifier	
Wealth	Destitute	-30
	Poor	-15
	Middling	0
	Affluent	+40
	Extremely Wealthy	+90

Fame: Hirelings will be more likely to accept a job with someone who is famous, as it might advance their standing in their local communities, or bring them renown in far-off cities.

A PC may add half his Fame score as a bonus to his Recruitment skill check.

Honor: The NPC may be placing his life in the hands of the PCs. Fear of being abandoned in the wilderness, being used as a human shield, being bound and sold into slavery or simply not being paid are real concerns. This calls for a lot of trust that his employers will do

the right thing. Personal Honor is a measure of the degree to which the PC can be trusted and figures heavily into whether or not NPCs will hire on for service.

Functionally, a PC's Honor provides modifiers as given in Table 9.12.

Alignment: Simply put, NPCs do not want to work for PCs with significantly varying alignments. An evil NPC may feel constricted by the risk of punishment if he expresses his true nature in full view of his employer while a lawful NPC may find that he simply cannot perform in the completely slapdash and unscheduled work environment a chaotic PC may establish.

The difference between a potential hireling's alignment and his prospective employer's provides adjustments to the PC's Recruitment skill check as given in Table 9.12.

Wealth: Beggars can't be choosers. Destitute or Poor NPCs are far more motivated to take any job offer presented. The following modifiers apply to the NPC's Resist Persuasion skill check.

Tip: It is left to your discretion if you wish to try to sneak a traitor into the party's ranks by having a villain pose as a potential henchman. This deception should not count against the PC's lifetime limit of henchmen.

Henchmen

Henchmen are not employees. They are drawn to the PC by his reputation and a perceived commonality of purpose. There is, of course, a streak of self-interest in that the henchman aspires to ride the PCs coattails as an easier means of achieving success than slogging it out on their own.

For those interested in acquiring henchmen, the initial barrier is Fame. Prior to becoming a minor celebrity (21 Fame), the PC simply doesn't merit consideration as a potential patron for aspiring neophytes.

Having gained this level of recognition, his exploits will generally become known to the small community of would-be treasure hunters and soldiers of fortune. Potential henchmen will now seek to learn more about the PC such as his reputation, character and the degree to which their moral and ethical codes match.

Should the PC make it known that he is seeking henchmen to accompany him on his grand exploits, word of this will trickle down within a month to potential candidates. Thereafter, there is a chance that he will be approached by supplicants seeking to join his entourage.

This chance is equal to his Fame (expressed as a percentage) further modified by his Honor. This check should be made once per month until the PC lets it be known that he is no longer seeking henchmen.

Table 9.13: Monthly Chance of Attracting Henchman

Category	Modifier	
Fame	Fame score (as ***base percentage chance***)	
Honor	Notorious, Dishonorable or Low	*cannot attract henchmen*
	Average	*no effect*
	Great	+15%
	Legendary	+30%

Henchman Candidates: Once one of your players has voiced an interest in gaining henchmen, you need to prepare potential henchmen. Since these NPCs are going to be leveled characters, you'll need to do a little more prep work. Between sessions, roll up 2-3 zero level characters (or first level if you'd prefer not to use those rules). Let the dice results guide class choice but try to conscientiously design a proper character that you might actually play. It is left to your own discretion whether to restrict racial choice. The only solid guideline is that the potential henchman's alignment should be no more than one step removed from that of the PC.

You may wish to actively manage potential henchmen by designing one tailored to a certain character class or race. One would do this because said NPC might be important to the plot of one of your planned adventures. For example, if the party needs a cleric, but none of the players bothered to create one on their own, you might try creating one and present him as the next potential henchman to come calling.

As time passes in the campaign and the monthly check indicates a henchman approaches the PC to seek service, pull the first candidate off your prepared list. You must now role-play this interaction. The potential henchman will try to sell himself as a worthy henchman (possibly neglecting to mention his quirks and flaws). It is the PC's responsibility to conduct an in-depth interview to determine if he wishes to take this NPC under his wing. *Under no circumstance should you simply hand the record sheet over to the player and state, "Do you want this guy?"*

If the PC accepts the offer, you may then hand over the henchman's record sheet to the player or continue to control him yourself. We recommend the former as it alleviates a management burden on you, as the henchman is most likely to do as the PC requests anyway. You need only step in under extreme circumstances.

Should the player reject the offer of service, the potential henchman will depart. Another will show up only once the dice dictate. The takeaway from this is that a very picky player insistent on a particular class or race will likely never get any henchman.

Sidekicks

A sidekick is, in effect, a very loyal henchman possessed of the rare wherewithal to advance as a leveled character. Should a player desire to activate his sidekick, you can leave it to him to roll up and develop this first level character. The only restriction is that the player must develop the backstory as to why this new henchman became his PC's sidekick. Feel free to kick back a potential sidekick for which the player never bothered to do this or did so in a lame, half-assed manner. You may wish to insist that any sidekicks be accompanied by a one page essay as a means to enforce this edict!

NPC Loyalty and Morale

Loyalty

Loyalty differs from tenacity in that it represents an NPC's propensity to resist opportunities to betray his employers rather than his ability to overcome the sheer terror of facing one's imminent death.

Examples of situations that may test a Hireling or Henchman's loyalty include:

- Offered Bribe
- Opportunity to gossip about the party's business
- Opportunity to get drunk
- Has a chance to steal goods
- Left alone in possible danger
- Ordered to complete long and boring task
- Extreme hardship
- Failure of patron to ensure (and pay for) training; this particular instance qualifies as 'no pay'

Basically, any time a significant temptation is presented to the NPC or if he's asked to go beyond a reasonable expectation of what his duties entail, a Loyalty check should be made to see if they succumb. This is a simple competing d20 check with the NPC adding his loyalty modifier.

An NPC's baseline Loyalty to the party is 0. The following modifiers may apply:

Party Honor: Obviously a group true to their word and purpose will inspire loyalty. Dirtbags will not.

Leader's Charisma: Add or subtract the party leader's morale modifier. Note that if the party does not have a designated leader, no bonus is appropriate. This represents the debilitating effects of ineffective personnel management.

Tenure: Loyalty builds over time. Those brand new to an organization are less loyal until they become integrated into the group dynamic.

Pay: Superior wages offer a modest boost to loyalty but not as much as one would assume. Employees quickly adjust to the 'new norm' and become complacent. A lack of pay, however, is immediately and severely detrimental to loyalty.

Alignment: An NPC with a moral and/or ethical bent wholly different from the party alignment will be hard pressed to respect them.

Ridiculous Cruelty: This is an open ended penalty you can apply should the PCs be wantonly stupid and abusive. This can range from -1 (undeservedly slapping an NPC) to -10 (killing an NPC in full view of other NPCs).

Table 9.14: NPC Loyalty Modifiers

Category	PC Modifier	
Party Honor	Notorious	-8
	Dishonorable	-4
	Low	-2
	Average	*no effect*
	Great	+1
	Legendary	+3
Charisma	Party Leader's Morale Modifier	
Tenure	< 1 month	-1
	< 1 year	0
	1 - 5 years	+2
	> 5 years	+5
Pay	no pay/benefits	-1/day
	reduced pay/benefits	-1/5% increment
	standard	0
	1-20% over norm	+1
	21+% over norm	+2
Status	Follower	+2
	Henchman	+3
	Protege	+5
Tenure	1 step removed (LG→NG,LN)	0
	2 steps removed (LG→N,LE,CG)	-1
	3 steps removed (LG→NE,CN)	-4
	4 steps removed (LG→CE)	-8
Special	Ridiculous Cruelty	varies

Should an NPC's baseline loyalty drop below zero, the party is at risk of a disgruntled NPC. Thereafter, a simple opposed check of d20p vs. d20p + NPC's loyalty (as determined by factors in Table 9.14) should be made daily. Once this check indicates that an NPC has become disgruntled, he will remain so until something substantively changes to alter his perception of his employers (i.e. his baseline loyalty becomes positive).

Disgruntled Hirelings

Special attention must be given to the treatment of hirelings. If a PC or party routinely abuses or maltreats their hirelings, there could be serious repercussions.

Table 9.15: Disgruntled NPC Actions	
d1000	Retaliatory Action
001 - 200	Is upset and moody
201 - 300	Ruins cooking/food stores
301 - 350	Dirties clothing/armor
351 - 380	Puts pebble in shoe or boot
381 - 410	Puts pebbles/sand in shoes or boots
411 - 470	Does shoddy job d3p of next assigned tasks
471 - 500	Rigs PC's pants or cloak to fall down
501 - 550	Spreads nasty rumor about PC (loss of 1 honor)
551 - 590	Spreads multiple nasty rumors about PC (loss 2 honor)
591 - 620	Verbally insults PC (loss of 3 honor unless PC responds appropriately)
621 - 650	Verbally insults PC in front of large group (loss of 4 honor unless PC responds appropriately)
651 - 710	Merely pretends to do job (1d4p days)
711 - 740	Spits on PC (loss of 5 honor unless face is saved
741 - 770	Steals from PC (2d20cp)
771 - 810	Steals from PC (2d20sp)
811 - 840	Steals equipment
841 - 870	Merely pretends to do job (permanent)
871 - 890	Openly steals from PC
891 - 900	Sabotages saddle straps
901 - 910	Sabotages armor straps
911 - 920	Punches or kicks PC (once)
921 - 980	Flees PC
981 - 990	Attacks PC outright
991 - 995	Turns on PC during battle
996 - 000	Attempts to assassinate PC or have them assassinated
1000+	Becomes arch-enemy of PC

Hirelings have many ways of showing their disapproval including spitting in food, sabotaging equipment and even revolt.

Firing a disgruntled hireling presents its own set of problems as well, since the NPC is likely to go back to town and bad mouth the PC or party and cause their Honor to drop. As the GM it is your job to stand up for the hirelings. Get angry FOR them and respond the way you feel YOU would if you were treated in the same manner. This treatment may even lead to open rebellion.

Suggested retaliatory actions a disgruntled NPC will take can be determined by rolling d1000 and adding 50 for every integer the hireling failed his loyalty check by. Results appear on Table 9.15.

Note:
The tenacity bolstering effects of Fame apply only to NPCs. For example, a fellow PC cannot disregard his Coward flaw because one of his battle buddies is famous.

TENACITY LEVELS

All NPCs have a Tenacity Level, from a lowly torchbearer to an experienced man at arms. Unless otherwise stated, hirelings have Nervous tenacity. The following are notable exceptions:

- Laborers (to include many grunt hireling jobs such as porters or torchbearers) have Steady tenacity
- Men-at-Arms have Steady tenacity

Table 9.16: Fame Effects on Morale	
Leader's Fame	Morale Effect
Minor Celebrity (40+)	+1 Morale level
Major Celebrity	+2 Morale levels
Famous	+3 Morale levels
Epic	+4 Morale levels

- If the NPC has character levels, he has Brave morale *unless he is a henchman/sidekick in which case he has Fearless morale.*
- Protégés: These PPCs have Fearless morale
- If the NPC has a flaw or personality trait that specifies they are a coward, obviously they have Cowardly tenacity

Fame effects on followers' morale: If a famous individual ***leads*** an expedition, any NPCs accompanying the group will be emboldened. As long as said person is alive and well, their morale is increased per Table 9.16.

Note that morale greater than Fearless corresponds to Player Character level (i.e. Hero) morale. A decision to flee is solely at the character's discretion and flight cannot be *compelled* no matter how dire the circumstance.

Dungeon crawling with hirelings: Convincing some schmuck to carry your luggage or worse yet carry a torch (incidentally silhouetting himself as the primary target of any missile armed enemies – a lesson he's sure to quickly learn) while you engage in some harebrained and extraordinarily lethal endeavor is difficult. Convincing them to do so without participating in the presumed bounteous rewards requires a Svengali level reality distortion field.

Simply put, stated rates of pay do not include a hazardous duty multiplier. Even paid mercenaries will make the assumption that the preponderance of their time will be spent on relatively secure garrison duty or guarding caravans against the occasional brigand. They did not agree to a few silver coins a day to root out entrenched orcs.

In order to convince hirelings (including men-at-arms) to enter a dungeon or to actively participate in an assault of a fortified position, the party leader must be in Great Honor. If there is no party leader, hirelings will absolutely refuse fearing (probably rightly so) that the operation will be a disorganized fiasco. Even if a principled leader can convince hirelings to at least listen to the plan, they will demand ten times their normal daily pay to participate. However, if the party leader has legendary honor, they will demand only five times their normal pay.

A famous leader can bamboozle reluctant hirelings with the promise of gaining their own measure of fame by voluntarily participating in this epic endeavor. Starstruck hirelings will moderate their demands down

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by one multiplier for each category of fame the leader possesses beyond obscure.

Legendary Honor and Fame work in tandem, but even an epically famous leader with legendary honor cannot convince hirelings to go without pay.

Note that hirelings are still subject to tenacity checks as appropriate. Convincing them to follow you into harm's way does not alter the fact that they are not willing to chance overwhelming odds like a reckless player character. Should hirelings accompany the PC, be sure to review the triggers calling for a tenacity check. Many of these are not at all uncommon.

Dungeon crawling with Henchmen: It bears noting that standard henchmen and followers will not follow their mentor into a dungeon or other similarly dangerous locale should he be in low honor. There's simply too great a risk to entrust their lives to someone who is known to be unreliable. Sidekicks and protégés though are sufficiently loyal to accept this challenge.

COST OF SUCCESSFUL EMPLOYMENT

Hirelings will expect to be supplied with equipment and room and board if they are being hired to long-term (a month or more) contracts. Mercenary soldiers will not come fully equipped with armor and weapons. A full kit of gear would represent an enormous investment for these individuals - something they cannot afford and likely the reason they've sought employment with a reckless band of treasure hunters.

What level of accommodation the perspective employee will put up with is up to you as the GM to decide.

Henchmen will normally come equipped in a manner appropriate for the finances of a zero (or first) level character. They have a pronounced reputation for being disinterested in upgrading equipment on their own dime when the option of hand-me-downs exists.

Henchmen require a stipend when not directly engaged in exploration (i.e., when traveling or watching the mounts, but not dungeon delving). They demand a half share of what a PC would get for any treasure and items earned by the party when they perform mercenary work.

When not performing PC-type work, they will require that their patron cover (1) overhead and living expenses; (2) gear appropriate to their class; and (3) training costs and fees when advancing.

EXPERIENCE

Henchmen, Sidekicks and Protégés

As a player character gains experience points, so do his henchmen, sidekick and protégés. If the NPC participated fully in the adventure, i.e. he partook in the same risks as the PCs, then he receives a one-half share of the experience for the adventure (after-all, these NPCs are not full-fledged PCs and are under the direction of a PC). They also earn Honor in the standard fashion. Note that Honor awards to leveled NPCs should generally fall below those awarded to PCs as the NPC is likely not being actively role-played. Most players will direct their interaction through their player character and use their henchman as lifeless drones. Should you have an excellent role-player at your table that provides his henchmen with distinct personalities, perhaps even to the point of disagreeing with his player character, feel free to be generous.

When henchmen have accumulated enough experience points to advance to the next level, you should notify the PC (if you are maintaining direct control of the NPC) and he can choose to send the NPC for training. If you've permitted the player to take on this responsibility, it will be readily apparent.

NPCs follow all the procedures for gaining a level as if they were a PC. Failure to train the NPC and pay for any associated costs will cause the NPC to whine, complain and generally lower his morale; everybody wants to train when they have the EPs!

Mentoring Protégés

A PC may transfer up to half of his recently earned EPs to a Protégé, but he must take the time and care to engage in direct mentoring. This is not a process that can be done by courier or sporadically over a few days a year. A PC must immediately declare how many EPs he is reserving for his Protégé upon receiving any EP award. He should consider those points forfeit – he cannot change his mind and get them back. In order to actually transfer the experience, however, there must be face-to-face contact and teaching that occurs between the mentor and protégé. This should be, to some extent, role-played, and will differ from person to person and class to class.

A fighter, for instance, might return from adventuring and wake his protégé up at sunrise the next morning. After embarking on a vigorous program of calisthenics the two might go for a 10 mile run, and spend much of the rest of the day practicing their sword play and hand to hand combat techniques. Then, after a hearty supper, they might quaff ale together until the morning hours, with the fighter regaling his protégé with tales from adventures past making sure to highlight important lessons he learned.

Alternatively, were his protégé a mage, he would still likely wake him up early and go on a run though probably at an easier pace. Now obviously he's incapable of assisting his protégé in pure magical research. That does not, however, prevent him from teaching a few lessons on spellcasting. He could very well go through a sandtable exercise with his pupil to teach basic infantry tactics and learn where his arsenal of spells can be optimally employed. He might also stage a scrimmage with men-at-arms acting as both friendlies and OPFOR and run a number of plays against the mage. Based on his performance, the fighter can coach

him from his perspective as a fighting man attempting to thwart his magical powers. Thus while he cannot impart theoretical understanding, he *can* groom his protégé to be a more effective spellcaster in the real world.

A thief, on the other hand, might offer to take his protégé shopping, plant some stolen goods on him, and then inform the shopkeeper, to see if his mentee can extricate himself from such a delicate situation. They might then spend some time taking apart tumblers, or running small scams in the streets of a nearby city. At night the thief might tell his protégé the story of how he stole a rare gem from a well-guarded mansion, taking time to discuss each obstacle he faced and how he overcame them.

A mage, finally, would probably embark on a course of intensive book study for several hours with his pupil, before quizzing him, and observing him in hands on activities. He might assign magical tasks of increasing complexity, and unwind in the evening over a game of chess as the two discuss mystical properties and philosophical questions.

As the above examples make clear, the mentoring system requires three distinct qualities. 1. Physical training. 2. Intellectual engagement and storytelling. 3. Actually caring about your protégé.

The easiest way to think of a protégé is as an extended (or actual) family member. It is through a protégé that the PCs legend and legacy will live on – and it is to their benefit to see it this way! Simply going through the motions with a protégé will not confer the EP benefits. The classic work-life balance we all know too well is at play here. A PC must decide not only how generous to be with his EPs, but how generous to be with his time. A Protégé who grows up never really knowing his mentor or receiving good instruction, will not be as strong as one who does.

A perfect example of shortchanging a protégé would be to attempt to combine the mentoring process with other activities demanding the PC's time, focus and energy such as magical research or, heaven forbid, trying to cram quality mentoring time into the few spare minutes available while training to advance in level. Attempting to pull shenanigans like this will result in wholly ineffective mentoring and likely sour the relationship. Much like children whose father is too preoccupied with his career, neglected protégés will act out. This is a judgment call for the GM to make but severing the relationship is not out of the question.

To transfer EPs, the following steps must occur:

1) The PC declares that the EPs are being held aside for his protégé. This cannot be decided later.

2) The PC must engage in training his protégé before he levels up, or those points that were held aside during that level are lost.

3) To gain maximum EP transfer, a PC must engage in quality mentoring (defined as Physical Activity, Mental Engagement, and Caring) with his protégé at least once a week if at a home base or for a full week upon returning from an adventure.

Failure to fully abide by the rules set forth in step 3 results in 50% of the EPs being lost, or the protégé deciding to take their talents elsewhere, at the GMs discretion.

Building Points: PCs may not transfer BPs to a protégé. At best, he can provide basic familiarity with skills or proficiencies such that the PPC has the opportunity to allocate his BPs towards these things.

A PC may donate an unlimited amount of his own personal wealth or equipment to his protégé(s). The one caveat to this is that the player does not control whether or not the protégé will return the money if requested. Let us suppose a PC gives his protégé a valuable gem as a gift. The player is clearly prepping the PPC by lining his pockets in case he has to assume the role of the PPC. Now if the PC comes upon hard times, he might be inclined to ask for the gem back. There are two ways a GM could handle this situation. One is that the PPC might be glad to give the gem back as it would benefit a good friend. On the other hand, the PPC might be terribly insulted by having to associate with someone who would be so bold as to ask that a gift be returned. Finally, the PPC might have spent the gem on equipment, upkeep or charity (GM's option). The particular reaction of the PPC depends on the characters involved and their relationship. The point is that a PC who showers his PPCs with wealth cannot automatically assume the wealth is still accessible. For that matter, the same holds true for magic items and anything else given.

Protégé Activation

A protégé may be activated at any time, but the PC's current character must be permanently retired upon doing so. Any wealth owned by the mentoring PC at the time of his death must be properly bequeathed in writing to the protégé he intends to "bring up to the majors." If the settlement of a PC's estate is not properly documented with a witness in a legally binding fashion, there could be disputes over who has rights to the wealth. If this is the case, certainly any other protégés of the PC would feel they might be entitled to some of the estate. There will certainly be other PC adventuring associates that would also vie for a piece of the action if the pie is great enough. And what of any surviving family members? Surely they should be entitled to the entire estate. Finally, some governments even get involved in a character's death by trying to collect an inheritance tax. As in the real world, a death without a proper will can throw the surviving interested parties into turmoil and probate for years.

Design Advice

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Designing your own scenario may seem a daunting challenge. Staring at a blank sheet of paper (or a 0kb file), you may wonder where to begin. The first place most people look to for examples on monster placement, treasure distribution and the types of magic items to place are "official" dungeon modules. This author's first adventures written in junior high school were nothing more than thinly veiled copies of Gary Gygax's works.

While company published adventures do reveal general patterns of how an adventure should be constructed to match the rules system, reverse engineering a book is difficult work. Essentially, you're trying to learn a process with only the end result as guidance. You have no idea why certain choices were made. It is left to you to learn by trial and error how to balance encounters, how much treasure to place and which magic items are appropriate. Not wishing to take too many chances, you are reduced to emulating what has already been done without the ability to explore your own ideas.

This is no way to learn. Both you and your players (i.e. guinea pigs) will endure a sub-par gaming experience until you figure it out.

In this chapter we are going to teach you to fish. We will explain in detail the processes, both creative and analytical, that we use to create an adventure (or to edit a scenario submitted by a freelancer). The goal is to inculcate a thought process you can use to design your own adventures such that they present challenges and rewards appropriate to the capabilities of your players.

With these tools in hand, you can release your own creativity by having a concrete notion of how to implement that great idea you have.

As with any undertaking, planning is crucial. Do take the time to methodically go through the steps at first. In time this will become second nature and all you'll need to do is reference certain charts.

It certainly isn't necessary to commit to writing reams of flavor and descriptive text. Having gone through a deliberate design process, you will likely already know in your head how you envision the encounters going or what the NPCs will say. A little extemporization goes a long way. The reason published adventures expend so much ink on these things is that the author has to cue the GM in on his thought process and provide a ready-to-use template suitable for any possible group that might wish to partake in the scenario. You have things much easier as you are targeting one specific group of players that you know well and can react on the fly to unforeseen circumstances.

Truth be told, many of the adventures we've released began as nothing more than a rough map and crib notes on a single sheet of paper. Provided that the encounters are thought through, the spark of life comes from the interaction at the table. Much of the flavor text that subsequently made its way into the product stemmed from player actions or GM improvisation.

We make no claim that this is the only way to design an adventure. It is simply a solid process that has proven to work well.

CREATING AN ADVENTURE

This section must, necessarily, begin by saying that there can be no "rules" when it comes to creating an adventure. This is not simply a chance for us to wash our hands and say "let them figure it out themselves!" It is, instead, an admission that what works for one group will not work for another. Some gamers care about texture, nuance and emotion. Others demand a large-scale plot with thematic elements. And there are those who just want to hack. The best adventures (and campaigns) will, of course, combine all of these elements, and this combination is where the following guidelines will be of some use. Below you will find a short, broadly sketched adventure for 5th level characters where we have "shown our work." In addition there are several useful charts, tables and sidebars to give you ideas for your own campaign

Telling a Story

As countless high school and college English and creative writing teachers have probably opined to you: there is an art to telling a story. In our experience – certain people have a knack for it, and others do not. You should carefully consider whether you have the chops and more importantly the time to tell a good story before embarking on creating your own campaign. There is nothing so frustrating as a GM lacking the commitment to follow through on an adventure they've started for their party. Be clear about the scope of what you want to write before you begin, and you can save yourself countless hours of frustration later.

Related to this: certain players can appreciate a good story, and others cannot. Feel free to peruse any review or comment page for a great work of literature online and you will find countless comments (written, no doubt, by the high-school sophomores who have been "cruelly" forced to read these tomes) which say, in effect: "this masterpiece of the written word is boooooring, why doesn't anything explode?" Take heed, would be storyteller: you can lead a player to a good story, but you cannot make him care. If you are dealing with such players, don't waste your time. Throw some orcs in a dungeon and let them have at it, and maybe spend some time looking for a new group (or subtly trying to change their tastes).

If you've come this far, then it seems you still want to write your own adventure. Good! Countless man-hours of PhD thesis research have led to the following conclusions about effective storytelling: A. You need conflict. B. You need compelling characters. C. These characters must change over the course of the story. D. Your story should have a plot.

Everything else is up for grabs. Style, tone, structure – all of these things can be experimented with endlessly to both wondrous and disastrous effect. In general, you should be prepared to describe, extemporaneously, almost anything in your game world. If you cannot sketch in the details for your player characters, they will not feel engaged and compelled by the world you create. This can mean, depending on your level of improvisational prowess, a lot of preparation. As for the four pillars presented above:

A. Conflict:

Without conflict, there is no story. The simplest concept of conflict involves one party wanting something, and another party opposing this. Think back to your grade school days and remember that this can involve Man (or Player Character) vs. any number of things, including: self, others, nature, society, etc. Creating this type of conflict shouldn't be a problem in HackMaster, as on a basic level, as the game is concerned with trying to survive increasingly horrifying situations. There is a lot of built-in conflict there. Your PCs want to gain power and prestige, and it's your job to throw things in their way that oppose this. Boom, conflict.

B. Compelling Characters:

This is what the NPC tables and the PC backstories are all about. Don't bring in too many one-dimensional NPCs. Remember that NPCs want things too, and this can add to the conflict you are creating. They have needs and desires just as "real" as the PCs and thus can act in opposition to or in support of your players. When creating your adventure feel encouraged to draw upon your player character's backstories to find conflict in their past, and to draw them into the world you are building. A good rule of thumb is that an NPC is compelling if your PCs care whether or not they live or die. This applies to both friends an enemies. If an NPC ally bites the dust and the PCs don't so much as acknowledge it, you've failed at creating a compelling character. Go back to the drawing board and really work on that backstory and quirks and flaws. If you create a new enemy for your group and they don't care about killing him, then again, you haven't created a compelling enemy.

C. Characters Change:

This is inherent in your PCs leveling, but it should be more than this. Your story should force the players to react to difficult situations and make difficult choices. Their journey to fame and fortune should leave them radically changed both physically and emotionally. This should be true of major NPCs as well. This can be as dramatic as a character abdicating a throne, or as (relatively) subtle as a well known drinker giving up the bottle after his drunkenness caused the death of a friend. These changes keep characters compelling, and keep your party invested in your story.

RAILROADING

Players in fantasy games like to feel in-control. What they really universally hate is when the GM places them on a single choice route and makes them follow it. Such a game plays more like the GM reading a novel and the players listening on. HackMaster is a game, and the players want to play. Therefore, it's important to make the players feel like they have choices. This adds a burden to the GM to provide a lot of choices, potentially even unlimited choices. Since most of us don't have the time to create such an environment, my advice is to only provide the *appearance* of choice such that the players *feel* in control. For example, let's say you have just spent a month creating a dungeon for the players to explore and that's all you have prepared. Rather than read a long background and tell them they are going into the dungeon, try letting them roleplay in a nearby village where they hear three-four different rumors that are unrelated completely. Have whichever one they pick to follow lead to the dungeon you have prepared. The other three can be false or lead somewhere that you can prepare later. Here, you get the same result, but the players think that they had several choices and picked their own destiny. Ideally, though, you should strive to provide 3-4 bona fide adventure hooks at any given time. Only use the 'all hooks lead to my dungeon' method when you are in truly dire straits; hit that drug too often and your players will begin to see through it.

A corollary to the railroad is the intractable problem. When you design your adventures, it's best not to force only one possible solution on the PCs. If you require only one possible solution and the players cannot solve it or somehow miss it, you will all be sitting around the table bored. This is not fun for anyone, you included. Thus, allow for and provide multiple solutions to all vexing issues. Even if it is a key/lock scenario, allow multiple ways of attaining the key. Ideally, the several solutions to an adventure or campaign problem will not be equal. That is, one may or should be a better solution than the others. The PCs may even know this and feel somewhat defeated by solving with a lesser solution, but at least they can complete their quest.

D. Plot:

Plot is a bit trickier in a role-playing game because you will have to be very adaptable. This is not scripted television – some parts of your story will take much longer than you envisioned, others will fly by in the blink of an eye. It is a bad idea to try to shoehorn your players into a plot, or to stick too tightly to a pre-written arc. Player characters love to surprise you, and there is no point getting bent out of shape about it. That being said, if you are writing a story, you have to have some kind of overarching plot. Take the elements you've sketched out in steps A-C and figure out the basic structure of the story you are trying to tell. There should be, basically, a beginning, a middle, and an end. The beginning should introduce the conflict, the middle should tell us more about the characters and the party's engagement with the conflict, and the end should reveal how the characters have changed and give us some sort of resolution to the conflict.

Now that we've covered the basic conventions of storytelling, on to creating an adventure!

STEP 1: KNOW YOUR PARTY

The first step to creating any successful adventure is simple: know your party. You will need to create an adventure that is of the appropriate level for your party. An adventure that is challenging, and carries the risk of death, but that doesn't guarantee a total party kill. A typical adventure's storyline should advance your players' character levels by one. So at the end of a 5th level adventure, the party should have enough EPs to advance to sixth level. Now obviously, this is never a guarantee. It is dependent on the party doing at least some things right during the adventure, and, of course, on them making it out alive.

The other aspect of knowing your party is about knowing what makes your PCs tick. Sure, it's all well and good to try to get PCs to think outside the box and try something new – we encourage it. But you have to ask yourself (and be honest) do you want to spend the next several gaming sessions dragging your PCs around by the collar? Or do you want them pulling against your lead, hungrily sniffing the air ahead of them for more? You should quickly get to know what kinds of fights, hooks, treasure and tricks your PCs find exciting, and make sure you are providing at least some of that to them in an adventure. You should, furthermore, keep in mind what your PCs are good at and what skills, talents and proficiencies they have, and design with this in mind.

Your principal duty as GameMaster is to act as the OPFOR (military jargon for "opposing forces"). This is no trivial task. Presenting a proper challenge is far more of an art form than a science but you can definitely benefit from some quantitative assistance.

A HackMaster scenario should entail a series of individual encounters that as a whole constitute the adventure. None of these encounters should be so formidable as to risk eliminating a player character party replete with a full stock of magic spells and uninjured characters. That is, resist the urge to place a single encounter of comparable (or greater) strength than the players. Such battles, if the players survive, will almost certainly compel the party to retreat and lick their wounds if not bury their dead. Adventures are not singular "fight to the death" struggles but rather a gradual wearing away of the player's resources (hit points and combat prowess, spells, magic and equipment) as they seek to achieve some greater goal.

The chart "Suggested Individual Encounter Strengths in EPs" provides some guidance as to developing a balanced adventure. Ideally, the adventure should consist of 16 separate encounters each of which comprise monsters with an aggregate experience value appropriate for the mean character level and party size. Obviously not every encounter can or should match the EP guidance precisely. Some should be more and some less. You may want to have a climatic battle that constitutes twice or thrice the recommended EPs balanced with a few encounters that have few if any EPs. These latter encounters should nonetheless present a challenge for the players that offers the possibility of draining resources. Examples may be traversing an obstacle that may require a spell or use and abandonment of pitons and rope or a harmless creature or person that could be perceived as dangerous by the nature of the circumstance or paranoid mistakes by the players.

All right, so you know your party's level, and what makes them tick. Now look at Table 10.1: Suggested Encounter Strength in EPs and figure out what the average EP level for an encounter should be. In our case the party is 5th level, and let's say that they have 4 player characters. Looking at the chart, we know that each encounter should be worth (roughly) 181 EPs. So now we have a very basic picture of the adventure: about 16 encounters of about 181 EPs each, worth around 2896 EPs total.

You might be tempted to look at the suggestions and think, "That's too weak. My players could walk through that without a scratch. I need to beef up these encounters." Here are two things to consider. First of all, lone monsters should be derated to half the EPs listed in the *Hacklopedia of Beasts*. A singular creature can be readily surrounded by a group and be more easily defeated – thus it presents roughly half the challenge it would if it had allies to guard its flanks. Second, any individual encounter is just a piece of the puzzle. The PCs will have to face several such battles before reaching their final objective and each one has the potential to weaken them. Moreover, it is presumed that the players will not have the opportunity to rest and recover all their spells and cure all their wounds between each encounter.

The players should expect to have roughly four such encounters before bivouacking to rest and replenish. Depending on the specifics of the adventure, the actual number may vary from as little as two to as many as six or seven. Either way, this represents a typical four to six hour gaming session.

Table 10.1: Suggested Individual Encounter Strength in EPs

Party Level	Number of Player Characters					
	3	4	5	6	7	8
1	38	50	63	75	88	100
2	75	100	125	150	175	200
3	94	125	156	188	219	250
4	113	150	188	225	263	300
5	136	181	227	272	317	363
6	164	219	273	328	383	438
7	197	263	328	394	459	525
8	234	313	391	469	547	625
9	277	369	461	553	645	738
10	323	431	539	647	755	863
11	380	506	633	759	886	1013
12	445	594	742	891	1039	1188
13	520	694	867	1041	1214	1388
14	605	806	1008	1209	1411	1613
15	698	931	1164	1397	1630	1863
16	802	1069	1336	1603	1870	2138
17	914	1219	1523	1828	2133	2438
18	1036	1381	1727	2072	2417	2763
19	1167	1556	1945	2334	2723	3113
20	1308	1744	2180	2616	3052	3488
21	1458	1944	2430	2916	3402	3888
22	1617	2156	2695	3234	3773	4313
23	1786	2381	2977	3572	4167	4763
24	1964	2619	3273	3928	4583	5238
25	2152	2869	3586	4303	5020	5738
26	2348	3131	3914	4697	5480	6263
27	2555	3406	4258	5109	5961	6813
28	2770	3694	4617	5541	6464	7388
29	2995	3994	4992	5991	6989	7988
30	3230	4306	5383	6459	7536	8613

Note: The EPs above are only half the total. Story Awards should add an additional amount equal to the encounter EPs. This process is detailed below in Step 5.

STEP 2: GET YOUR ROSTER

Now that we know about how tough our adventure should be, it's time to start populating it. It will be easier to figure out a hook, setting and story if we first have a basic idea of what our party is going to be up against. This is where knowing what makes your party tick is important. What have they

enjoyed fighting before? What do you think they might enjoy fighting this time? Flip through the *Hacklopedia of Beasts* and pick out some monsters of appropriate level that seem compelling. In our case we are going, primarily, with Lizard Men, so we should see plenty of them, along with their leaders. This also avails us of the opportunity to throw in other reptilian creatures, and doesn't preclude the inclusion of a lizardman mage or cleric.

This works for any other creature as well. Pick who your main bad guys are going to be, and then expand from there. As an example, maybe you want your party to be fighting undead, so you pick a few Barrow-Wights, and supplement them with skeletons, zombies and shadows.

Our lizard men are worth 45 EPs each, so we can start getting a rough idea of how many we will need in our adventure, along with their scaly friends. Write out a list, and play with it until it totals up to the right amount of EPs.

NOTE:
This quick & dirty method of creating humanoid mages and clerics is simply a means of crafting an interesting and unexpected opponent for the PCs. It is not intended as a template for players to create monster PCs. Note that tougher fighter-types are already handled by the humanoid leader types presented in the Hacklopedia's appendix.

Creatures	EPs
2 Asp (133 each):	266
2 Boa Constrictor (100 each):	200
1 Level 2 Lizard Man Mage:	133
1 Giant Subterranean Lizard:	225*
30 Lizard Men (45 each):	1350
Lizard Men Sub-Chief:	150
3 Lizard Man Warband Leaders (67 each):	201
5 Lizard Men Warrior Leaders (50 each):	250
1 Rattlesnake:	84
Total	*2859*

**A Giant Subterranean Lizard, at 450EPs, is probably a bit overpowered for our party if it's fighting with allies. This is, of course, your call. But we've elected to have it fight alone, thus significantly weakening it and halving its EP award.*

The total (2859 EPs) is pretty close to our suggested level of 2896.

Leveled Opponents: You can see that we included a Lizard Man Mage above. Doubtlessly you too will want to include leveled NPCs as opponents for your players. You should award experience for these enemies per Table 10.2: EPs for Leveled Opponents. Assigning this alternate lizard man mage an EP value equal to a regular level 2 mage might, at first glance, seem stingy given his better melee capabilities. However, we are not going to assign him the *105 Building Points* that a PC mage would have. If anything, the EPs are too much. However, in the larger scheme of designing this scenario, it really doesn't matter.

Table 10.2: EPs for Leveled Opponents

Character Level	EP value		Character Level	EP value
1	67		16	1425
2	133		17	1625
3	167		18	1842
4	200		19	2075
5	242		20	2325
6	292		21	2593
7	350		22	2877
8	417		23	3178
9	492		24	3497
10	575		25	3832
11	675		26	4184
12	792		27	4554
13	925		28	4940
14	1075		29	5343
15	1242		30	5764

For leveled monster opponents you should assume that a level 1 character has the same basic combat stats as the creature presented in the Hacklopedia of Beasts. Level progression proceeds the same way for NPCs as it does for PCs. Therefore, at second level the leveled creature gets a hit die re-roll. However, if the die type for the class is smaller than the monster die, this bonus is ignored. Since we're creating a lizard man mage, its re-roll of a d4 is ignored.

At 3rd level, a leveled creature gains a new hit die appropriate for its class. Were this mage 3rd level, it would get a new hit die roll – albeit a d4.

You should use the better of either the monster's other combat stats or those offered by the class. Again, since this is a mage, the base monster combat abilities meet or exceed those of even an 18th level mage.

Magic Users and Clerics should have the baseline number of spells and spell points.

Our 2nd level Lizard Man mage thus has 21+2d8 hit points and 1 spell of each level up to 2 (Apprentice, journeyman, 1st and 2nd level) available. See Chaper 9: NPCs for more guidelines on determining information for NPCs.

Now that we've got our basic roster set, let's group them into the approximately 16 encounters they will comprise. Again, this is a matter of taste and knowing your party, but follow the guidelines above and remember that an adventure should slowly chip away at your party's resources.

Encounter 1:

1 Asp, 1 Boa Constrictor: 233 EPs

Encounter 2:

4 Lizard Men: 180 EPs

Encounter 3:

5 Lizard Men: 225 EPs

Encounter 4:

3 Lizard Men, 1 Lizard Man Warrior Leader: 195 EPs

Encounter 5:

2 Lizard Men: 90 EPs

Encounter 6:

1 Giant Subterranean Lizard: 225 EPs

Encounter 7:

2 Lizard Men, Lizard Man Warband Leader: 157 EPs

Encounter 8:

2 Lizard Men: 90 EPs

Encounter 9:

2 Lizard Men Warrior Leaders, 1 Lizard Man: 145EPs

Encounter 10:

3 Lizard Men, 1 Lizard Man Mage: 268 EPs

Encounter 11:

1 Lizard Man Warband Leader, 1 Lizard Man Warrior Leader, 2 Lizard Men: 207 EPs

Encounter 12:

4 Lizard Men: 180 EPs

Encounter 13:

1 Asp, 1 Boa, 1 Rattlesnake: 317 EPs

Encounter 14:

Lizard Man Sub-Chief, 2 Lizard Men, 1 Lizard Man Warband Leader, 1 Lizard Man Warrior Leader: 357 EPs

Here we have a sufficiently difficult adventure. 14 encounters of around 180 EPs each, but with some significantly tougher fights, and a few easy encounters thrown in the mix.We are starting to get a feel for how the adventure will progress.

The final part of getting your roster together is digging into your creatures' stats and tactics. You should be fully prepared to run each encounter without having to flip pages in the Hacklopedia too often. That means knowing the various monster's Combat Roses, hit points and special abilities at the very least, and probably a good deal more than that. For any creatures with character levels it means knowing their relevant abilities as well.

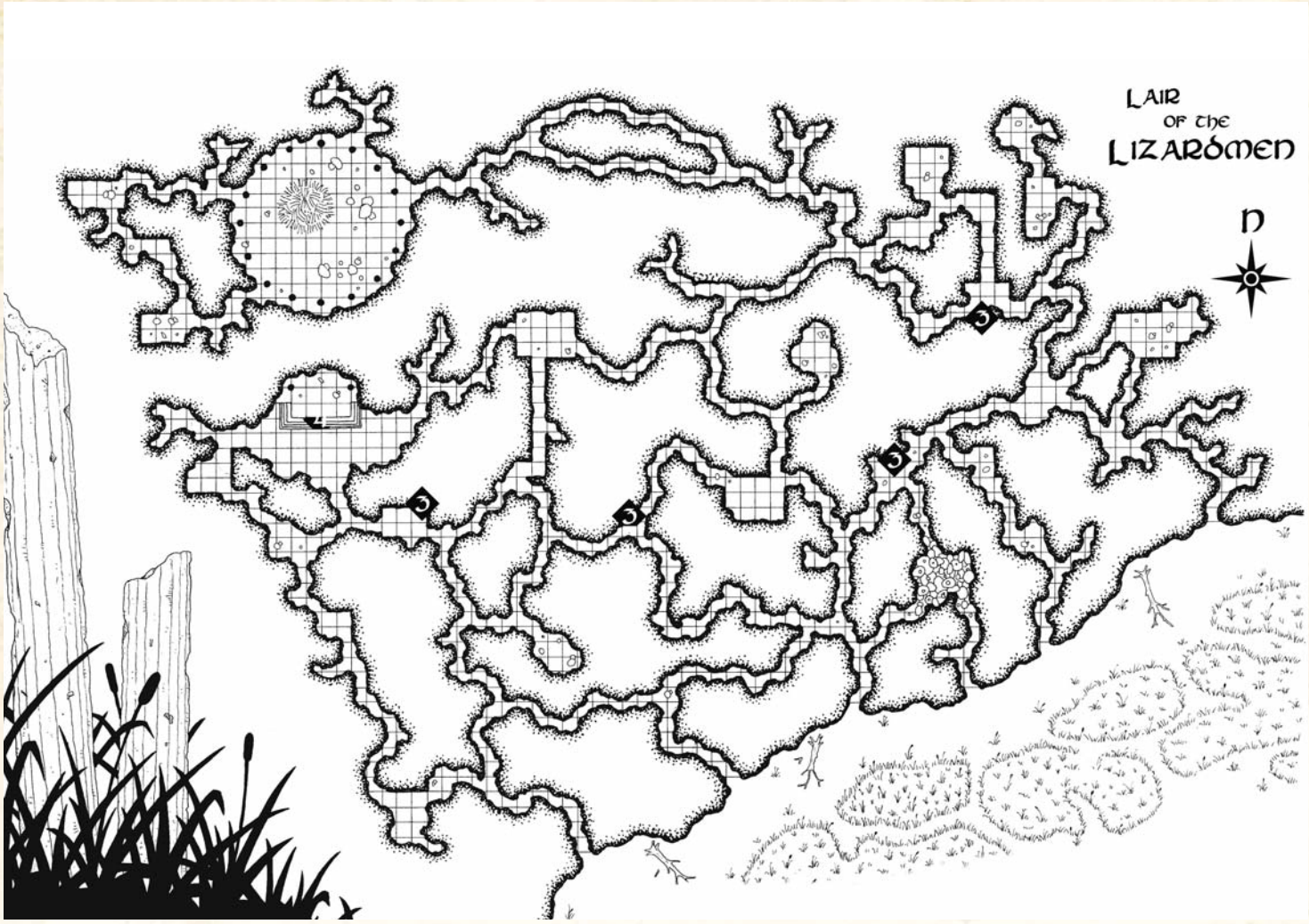
A Note On Random Encounters: Yes, rolling on a big ol' chart and bringing in some random fell creature to destroy your party is good, clean fun. But, simply put, it has no place in a designed adventure. Random encounters have their time and place: there is nothing wrong with meting out a little randomly generated punishment to players who are misbehaving or shirking all of your carefully placed traps and encounters. But random encounters can quickly upset the balance of your EP ecosystem. If you are going to use random encounters, you should strive to make them a kind of controlled chaos. A random encounter should always yield, approximately, the same amount of EPs regardless of where on the table you roll, and there should be a planned number of them. It shouldn't be the case that your party might net 0 EPs from random encounters or 1,000, depending on how you roll. A simple way to guarantee this balance is to draw random encounters from the adventure roster. This way, your players will still tremble as you make your hidden rolls, not knowing what will hit them next, but thanks to your careful planning, as different as the flavor of the encounter might be, the effect on your game will be similar no matter where the dice roll.

STEP 3: PICK A LOCATION

Now that you've got an idea of how your adventure will shake out, it's time for a setting. This can be complex and wide-ranging, or a dungeon with only a few rooms. Again, it's up to you to determine what will bring your party the most fun while causing you the fewest headaches. There's no "correct" way to do this, but there are some pitfalls. Adventures should contain secrets, puzzles and mysteries, to be sure, but PCs should have a straightforward enough path that they go through the encounters you've planned for them. Why bother doing the work to get a great encounter ready if your PCs can simply bypass it, or never find it because the puzzle you laid out for them was too difficult? You should always strive to have the players feel as if they are solving complex brainteasers and making difficult choices while maintaining your ability to guide them to pre-determined locations. Avoid a situation where if the PCs miss a single clue or relevant detail they will simply never figure something out.

We've chosen for our adventure to be entirely contained in one dungeon setting, the Lizard Man Caves.

Any good adventure should have pre-drawn maps, so that you aren't creating too much on the fly. Additionally, a location should be fleshed out enough that it feels like a real place. This is covered in Step 6, but an adventure's awesomeness is in direct proportion to the amount players are able to suspend their disbelief. If you don't have any flavor in your dungeon,



then it won't feel real, and lacking that verisimilitude, players will start to check out.

Now it's time to populate your adventure, using your location and your encounter groupings from Step 2. You can do this very precisely, with each room always producing the exact same encounter, or a bit more randomly, so that your creatures are moving about in the dungeon, and players who camp for the night won't know when a lizard man might skulk in.

One quick way to add in the randomness that PC nightmares are made of, without making the EP content of your adventure variable, is to group your encounters into a few different tables and then roll to see which group happens to be in the room your players just entered. For instance, we might group our encounters like this:

Group 1: Encounter 1
Group 2: Encounter 13
Group 3: Encounters 2,3,4,5,7,8,9,11 & 12
Group 4: Encounters 6 & 10
Group 5: Encounter 14

Then you can label your map's rooms with these group numbers (you can see that we've started to do this on the map above). You can then roll on the appropriate group for the appropriate room to see who your party is facing, giving some randomness, but maintaining the correct number of encounters. Some rooms will always contain certain encounters and others should have no encounters at all.

As you populate your adventure think about why certain encounters are where they are, and allow this to give you a feel for your story. In our case, we have a cave full of Lizard Men, being led by Sub-Chief. It would seem that they are intelligent enough to have placed their leaders' chambers in a protected back room, that there is a mage who keeps a pet giant lizard (in room 4), and that they have placed snakes around the entryways of their caverns to deter unwelcome visitors.

STEP 4: GET A HOOK

We now know where our adventure takes place, and what the encounters will be. But why should the PCs bother going there? A worthy hook will largely depend on your players' interests, but a good rule of thumb is not to overthink it. The best hooks usually involve an interesting NPC and enough material gain to tempt your players. A HackMaster player is, supposedly, brave

A Note on City or "Mystery" Based Adventures:

City adventures, and adventures with a mystery for your PC to solve, carry with them their own set of special challenges. For any adventure taking place in a city or town, you have to recognize that you have far less control over your PCs than an adventure which takes place in a dungeon or the wilderness. There are far more NPCs to interact with, far more places to visit, and many more opportunities for you players to go wildly off script.

It is an extremely good idea to dispense with the idea of a linear plot in any city adventure. Things should progress in the background as your PCs drift in and out of the story. It is difficult and possibly game-breaking to get players to do things in a "correct" order in a city. You can resort to such methods as saying "no, that shop's closed right now.... Why don't you try the tavern down the street?" but this type of pushing is easy to spot, and you might find that your player characters start resisting. Better to allow them the freedom to roam, and allow for multiple entries into the story. This will require more work, and possibly some nicely drawn flow-charts, on your part, but hey – them's the breaks. No one told you to write a city campaign.

The second problem you will run into is that your PCs will absolutely, 100% miss your carefully placed clues. No matter how obvious you think you are making things, PCs will resist and deny and overlook everything you throw in their path. Your story will not move like an episode of CSI because, again, this is not scripted television.

One solution to this problem is to create one or several "expert" NPCs who can be judiciously used to feed your player characters information, or make skill checks that they just don't seem to be making. "You look over and notice that Jorar is carefully examining the entrance to the sewers," you might say. Hopefully your PCs can take the hint.

and decisive, so they shouldn't need much pushing. When a bloody man-at-arms in tattered armor staggers up to them as they are leaving town and sputters out "L-l-l-lizard men!" they should be raring to go! Unfortunately we all know how PCs can be, and they might need a bit of extra convincing.

Here are some general rules for writing a good hook:

1. Make it realistic: Don't push the boundaries of plausibility too much (a one-eyed wizard appears in a flash of smoke and tells them that he will make them gods if they board his flying ship and slay the twenty dragons of doom…ok I will admit this sounds pretty badass, but PCs are bound to have a lot of questions, and aren't going to start out in a position of trust regarding this guy). A better idea is to have an NPC with a notable flaw, who tells the PCs about something they can relate to. Perhaps the man was hired by a local nobleman to explore some nearby caverns. The nobleman promised a sizeable reward and hinted that his ancestor had been interred there with something of great personal value to his family.

2. Make it worth their while: Gold. Treasure. Magic. Fame. Honor. These are the things players crave, and a hook should make clear, right up front, that they will be getting some. No one wants to toil in obscurity and gain nothing. The NPC might tell them that they can get the Nobleman's promised wages if they finish the job, and that he will personally sing their praises all over Tellene if they do this for him. His fellow mercenaries had just discovered a chest full of fine jewels before the Lizard men came upon them, and they are welcome to that as well.

3. Keep it mysterious: Don't tell them everything. Play to their weaknesses and desires. Perhaps the NPC who ran up to them saw, as the rest of his travelling party was being brutally slaughtered, the glint of a strange object down the hallway. He felt strangely compelled by it, actually reaching out for a second as the noises of battle faded away around him, and then a Lizard Man jumped in front of him, raising his morning star and blocking the man's view, at which point he turned and fled in terror.

4. Make it morally compelling: Make it worth it for your PCs to complete the adventure, not just in terms of treasure, but in terms of their alignment. Lawful good characters should pretty much be unable to resist a story that involves kidnapped women and children, for instance, while a lawful evil character would love to pay a visit to a local band of mercenaries that has taken it upon themselves to free slaves and kill "bad guys."

and if all else fails…

5. Make it mandatory: The King orders you, on penalty of death, to do this. A crone has put a terrible curse on your party, and if you don't fulfill her wishes you will turn into frogs, etc. This is a risky and almost always unnecessary route to take, but if you are having trouble getting your PCs to do what you want, there may be no choice but to make their lives depend on it. This type of hook should be very rarely used and totally avoided when possible.

Here then, is a hook for our adventure:

Wondering how to divvy up those "as you see fit" story award EPs in a way that will keep players motivated and reward deserving play? Here are a few suggestions:

- Most Valuable Player in a single session*
- Player has a clever idea
- Player has an idea that saves the party
- Defeating a creature in single combat
- Ingenious use of a special ability
- Player casts a spell in an ingenious way, or in a way that saves the party
- Use of a mundane item in an igenious way
- Finding hidden treasures or clues
- Solving puzzles
- Most damage dealt out in a single blow

**Determined by peer vote*

A good rule of thumb is that anything that makes the table cheer or applaud in real life deserves a minor story award.

Bear in mind that these awards form a very minor proportion of the overall award. They're like handing out lollypops to trick-or-treaters, not $20 bills!

A barely conscious man in leather armor that has been ripped to shreds staggers into town. As a crowd forms around him he drops to his knees and begins sobbing. Through his tears you can make out the sputtered words "l-l-l-lizard m-m-men!" If the party moves closer and does an observation check: Upon closer inspection, the man appears strong, and carries a fine looking sword: these must have been worthy foes he ran up against! If the party talks to him: the man explains that a local noble hired him and five of his fellow men at arms to explore some nearby caves. The nobleman said it might be dangerous, but that he doubted it. He claimed that his great-great-grandfather had been interred in the cave in his armor and with objects of great sentimental value to the family. He offered to pay them 200 silver if they could recover the items. Unfortunately, once within the caves the men were beset by lizard men, who quickly overwhelmed them. During the melee the glint of a strange object down the hallway caught the man's eye. He felt strangely compelled by it, actually reaching out for a second as the noises of battle faded away around him, and then a Lizard Man jumped in front of him, raising his morning star and blocking the man's view, at which point he turned and fled in terror. He fears that all of his companions are dead, but is sure that the nobleman would honor the original arrangement if you completed the job, and offers you an additional 5 silver for each of them whose bodies you can bring back.

STEP 5: GET SOME STUFF

Now you've got a story, a hook, a location and a roster. You need to finish fleshing out your adventure with some story awards, traps and treasure.

Story Awards: The 16 encounters from Step 2 should form half of the experience available to the PCs. The other half comes through 'story awards'. This is the part of the reward that comes from meeting objectives set forth in the setup of the adventure. After all, there is some overarching purpose behind the adventure – right? Story awards form a pool equivalent to the monster EPs (181x16=2896 for the previous example of an adventure for four 5th level PCs). These should be allocated for achieving major milestones in the adventure. It is suggested that one third to half be awarded when satisfying the final objective while the rest be awarded as you see fit (rewarding clever play or meeting interim objectives). The use of story awards alters the dynamic of the adventure, transforming it from a mere exercise to rack up the biggest bodycount (the unfortunate consequence of only awarding EPs for monsters slain) to an exercise focused on mission accomplishment.

Story awards are far and away the most useful tool in your arsenal. Judicious use will break your players of many of their bad habits. For example, by inserting a time element into the final award (e.g. 100% only if the mission is accomplished within a set time and proportional decreases thereafter), players pay a very real penalty for tactics such as dumping their full magic arsenal on every monster and then retreating to relearn spells (see the section on Limiting EP for the Timid for more on this). Similarly, PCs gain story awards for accomplishing tasks whether or not they killed the monsters. Avoiding a pointless fight (and its inherent drain on resources) when there are other means to accomplish the goal is now the far wiser choice.

Your work so far should suggest some of these right off the bat. For instance, going by the hook above, it looks like the following story awards might be a good place to start.

- Successfully recovering the nobleman's ancestor's armor and items and returning them to him (1,448EPs, overarching goal)
- Bringing back the corpses of the NPC's fellow men at arms (300 EPs)

- Clearing the caverns of lizard men (500 EPs)
- Successfully navigating X traps: (500 EPs)
- Awards for judicious and clever play, TBD as adventure progresses (248Eps)

=2896 total

You can also see that your story awards suggest ways in which you can finish populating your dungeon/adventure. You are going to need to go back to your map and decide where certain objects are (the corpses of the men-at-arms, the ancestor's armor, etc.), especially in the case of traps.

On Traps

Traps are a classic staple of every RPG. Every GM loves to spring a deadly trap on his unwary players. However, there are a variety of traps each with its own purpose and certainly not all are intended to be lethal.

Traps used in game should serve as a means of grinding down the PCs capabilities. This can be via the obvious means of inflicting injuries (or death). But they can also induce the PCs to expend spells, items or time.

A dungeon crawl should ideally be a test of endurance and resource management (to wit, hit points, magic reservoirs (spells and consumable magic items) and equipment (lighting, rope, shields and other things subject to breakage)) not a single titanic life or death struggle. Employing traps that grind down the PCs' resources – as opposed to haphazardly killing one of them – better serves this purpose. It is generally more interesting as it compels the PCs to solve a problem rather than simply roll up fresh PCs.

Types of Traps:

Traps serve a variety of purposes. It is perhaps best to initially categorize them by function.

Traps should serve a purpose in the whole "adversary ecology" of an adventure. Why is it there? How does it support the defensive goals of the occupants of the lair? Or, more broadly, what sort of challenge are you creating for the players by placing the trap? By analyzing a trap's purpose, you will be better prepared to answer these questions.

Delay: This trap (or more correctly, obstacle) forces the PCs to expend time to bypass it. Locked doors and chasms are classic examples of the genre. More formidable versions may induce PCs to expend spells to circumvent the obstacle. These sorts of traps are not typically worth EPs for overcoming.

Hindrance: This type of trap is intended to inconvenience or weaken PCs by robbing them of an asset. Traps that extinguish light sources are perhaps the simplest example. Other varieties can destroy equipment (a la flesh eating slime or an acid bath), impose silence (preventing communication and verbal spells) or even deny magic use altogether. Cursed ground that weakens a cleric's ability to turn the undead is yet another example.

Snares and nets are categorized as hindrance traps because they rob the PCs of mobility when used in conjunction with adversarial NPCs or monsters. Sans enemies, snares and nets aren't very effective detaining traps if the trapped PC has nearby allies to free him.

Alarm: This type of trap is rigged such that those tripping it make a loud or distinctive noise that notifies the inhabitants to their presence (and thus provides the adversaries with the advantage of a better initiative die).

Detain: This trap is similar to the delay trap but its application is different. A delay trap prevents forward progress while a detain trap is configured to capture the victim. Explorers can always turn away from a delay trap and return from whence they came while a detain trap confines them in a prescribed area.

A classic example of a detain trap is a portcullis that falls behind the PCs preventing their escape from a room or dungeon.

Traps that seek to separate an individual from the party (e.g. a Teleporter or a chute that deposits the victim into another chamber below) are a subset of the detain trap as are nets for smaller parties.

Wounding: Wounding and killing traps differ in degree. While wounding traps can certainly prove lethal, in most cases they should not be. Wounding traps are intended to sap the morale of intruders and encourage them to go away.

Wounding traps are probably the quintessential "trap". Many variations exist from the simple crossbow on a tripwire to scything blades triggered when a chest is opened.

Killing: Killing traps are purposely designed for lethal effect. Often they are wounding traps with a nasty added effect. Think poison needle traps on locks. Another classic example is the poison gas cloud.

In general, killing traps delivering physical damage tend to deliver said to an area rather than a point target. "Rocks fall, everyone dies" is such a trope. Mass casualties as opposed to individual victims is the norm for this type of trap.

Curse: This is a specialty trap in which a supernatural curse is laid upon one or more of the PCs. A classic example is the "mummy's curse" wherein all defilers of the tomb are afflicted by a life shortening malady. Other examples are a glowing archway shrouded in mist that the players could be deceived into entering. Upon doing so their gender is altered. Touching an obsidian statue of an orcish demon might transform the foolish blasphemer into a half-orc

necessitating readjusting of stats. A seemingly innocuous locked jewelry box might miniaturize and drawn in someone that opens it (with the disabling/releasing key hidden elsewhere in the dungeon). The possible effects are limited only by your imagination and creativity.

Curses can also apply to items removed from their resting spot (summoning a guardian that tracks down the PCs afterwards). Note that cursed items that have some malevolent effect whether or not they are returned or the guardian is defeated are technically not a trap.

Spoiler: This type of trap does not seek to harm the PCs but rather to deny them some treasure or goal. An example may be a treasure chest that when opened without disarming it smashes the trove of potion bottles within.

Cinematic: This type of trap may contain elements of any of the previously mentioned types. What sets it apart is its scale and dramatic effect. Think the giant boulder in Raiders of the Lost Ark. Such traps are almost always "Rube Goldberg" devices with multi-stage effects.

Cinematic traps require a good deal of planning and forethought to carry off. These should be reserved for special occasions.

Trap Triggers:

When placing a trap, it is important to denote how it is triggered. Having specific quantitative notes makes it simple to adjudicate if a PC sets off the trap.

Trip wires or pressure plates discharge many wounding traps. Others are set off by opening a container. Compromised bridges and ladders often have a maximum load capacity or a weak rung that sets them off.

Trap Detection:

The Identify Trap skill is the standard "go to" skill for discovering traps. You should scale the difficulty of the check such that is a reasonable yet not insurmountable challenge for the character with this skill. You need not adhere strictly to the trivial, easy, average, difficult, very difficult skill difficulty modifiers. Those are there to facilitate snap judgments. If you are planning a trap ahead of time, feel free to apply a reasonable modifier to the roll. Traps to be encountered by novice characters should be much easier to discover while those in the "Labyrinth of the Liche Lord" could have penalties far beyond the -10 provided by very difficult.

In general, a thief should have at least a ⅔ chance of discovering a trap if he thinks to search for it. After all, this is his *raison d'être*. If thieves (and others with this skill) fail more often than not it serves as a very pronounced discouragement to them employing this skill and compromises their ability to act in accordance with the "Adherence to Class" aspect of garnering Honor (see p. 114 PHB). Setting off every other trap sucks and will probably get them killed for doing what they're supposed to do.

Some traps, by virtue of their trigger, may be subject to detection by Observation or Scrutiny. Think about it, who's going to just blindly walk into a 10' open pit? (Given torchlight, you may wish to make an open pit an Easy Observation skill check.) Covered pits should obviously be more difficult depending on the skill with which they are camouflaged. Trip wires could also be subject to Observation (or Scrutiny, if crawling on hands and knees) while pressure plates and similar triggers could be discovered via Scrutiny. Let logic guide you in setting the difficulty of the skill check. In general though, you don't want to make these skill checks easier than the identify traps skill check as that devalues one of the thief's key assets.

Disarming or Avoiding Traps:

Here too there is a go-to skill – the aptly named Disarm Trap. As with locating traps, the challenge level to perform this skill should scale somewhat with the capabilities of the players. This is most important for lower level PCs with limited mastery of the skill. From a player's perspective, it is very frustrating (e.g. no fun) when a trap is discovered that can't be bypassed or disarmed. No one wants to be the guy that has to take one for the team – especially when the consequences could prove fatal.

Many traps (particularly the alarm, hindrance and detaining types) should have a means of safely bypassing the trap should it be discovered. Intuitively, a trip wire or pressure plate can be avoided once its presence is made obvious. Merely bypassing a trap though leaves the trigger mechanism in place and may prove an unwelcome hazard in the event of an unexpected hasty retreat through the area.

Wounding or even killing traps should be able to be discharged with possibly reduced effects via a 10' pole or other ingenious workarounds devised by the players. *Planar Servant* may function as a go-to trap triggerer provided its capabilities are sufficient.

Resetting Traps:

You may wish to allow characters skilled in Trap Design the option of resetting a trap – possibly to have a live deterrent in their rear to plague other denizens of the lair. While clever, the creatures that initially installed the trap are probably well aware of its existence and unlikely to stumble into their own deadly ruse.

Regardless, it is your call to make if a trap can be reset. As a guiding principal, the trap should be mechanical and not destructive to its own components when discharged. A mechanism that discharges missiles would be an ideal candidate. A collapsing ladder would not. Some traps, for example a rockslide, may be mechanically simple but extremely laborious to reset.

Resetting a trap is bound to be a time consuming process. The thief must learn how the trap works in minute detail so as to reset it properly. He might possibly have to overcome slipshod workmanship in order to reset the device. This author has personally spent an inordinate time performing seemingly simple repairs on his 120 year old house only to discover that parts are corroded near to the point of failure, the original workmanship was performed with mismatched parts, glue and tape were substituted for fasteners, *et cetera*. There is no reason that a trap built by goblins or left unmaintained for decades would fare any better.

It is also not unreasonable to assume that a set of carpentry tools would be required to reset a trap. Perhaps not all of them, but certainly a selection in order to get the thing back in good working order. Did the old tripwire snap as the trap discharged? Did some other mechanical part break once the tension on it was relieved? Who knows?

This is ample reason for even a simple trap to take in excess of an hour to reset. Assuming you have not yet deterred the ambitious thief, you can use the following table to gauge success. Feel free to apply the modifiers from Table 10.3 to set the difficulty level.

Skill Check	Result
Pass	Trap reset
Fail by less than 20	PC falsely believes trap to be reset
Fail by 20 to 40	PC aware he has not reset the trap because he damaged it irrevocably
Fail by more than 40	PC injured by resetting trap, apply full trap effects

As far as duplicating the trap goes, the thief is going to be limited to "idea diffusion" not "blueprint copying". Examination of the device will provide evidence that such a trap can be built and a general idea of where to start the design process. Disassembly to create a design document requires an individual with average or better mastery in engineering. And a LOT of time.

The desire to physically remove traps and reinstall them elsewhere is perhaps understandable but completely impractical. Traps are built on site and conform to the parameters of the area in which they are installed. Resituating them is never cost-effective.

Example Traps

In actual practice, traps will often combine elements of two or more types of traps.

Let's examine some classics of the genre more closely…

10' (open) pit: OK, here's the granddaddy of them all. A 10' deep pit bisects the corridor the PCs are travelling along.

Type: Hindrance – This trap is an obstacle that will force the PCs to stop and figure out a way to circumvent it. Purposely lowering oneself into the pit (or even just jumping in) will not cause any injuries (see p. 282 PHB). Climbing the far side may prove problematic for smaller races.

Trap becomes far more problematic if PCs choose to flee from an encounter further on since the pit compromises one of their assets (namely mobility).

Impairment: Although not a wounding trap per se as it is not disguised, there is the potential for an inattentive PC to blindly fall into it (suffering d6p-1 damage).

Trigger: Stepping unawares into the pit.

Detection: Identify Traps: automatic if skill employed; Observation: trivial (-90) if observation skill check employed [allow a passive (average -40) check even if observation is not specifically used].

Disarmament: This pit cannot be conventionally disarmed. Disabling the pit necessitates filling it with solid material.

10' (covered) pit: Closely related to the 10' pit is the covered (camouflaged) 10' pit.

Type: Hindrance & Wounding – This trap is intended to both injure its victim as well as to hinder movement. Strictly speaking, it is also a detain trap. However, detention is contingent on being alone and unable to extricate oneself from the pit – somewhat of a corner case for PCs.

Impairment: PCs falling into the pit suffer d6p-1 damage. Deeper pits have a greater wounding potential per Falling Damage on p. 282 of the Player's Handbook.

Trigger: Stepping onto the pit cover deposits the victim (or victims if walking abreast) into the pit. If the cover is of the breakaway type, the pit is transformed into an open pit. Alternatively, the pit lid could be hinged and spring loaded in which case it returns to the covering position after deflecting to deposit the triggerers into the pit.

Pit lids must have some load bearing capacity else they would simply collapse under their own weight. In general, this should be no less than 10 pounds. However, this could be significantly greater permitting relatively lightweight occupants of the lair the ability to traverse the trap without triggering it.

Designing Traps

We're not speaking to the player skill here but rather to you the GM. There's a school of thought that insists that your creativity be limited to specific predefined game effects. This is most strongly voiced in regards to magical effects but spills over to mechanical aspects as well. I suppose the thinking is that it's somehow "unfair" for any aspect of the game to be out of reach of player characters.

This is pure poppycock and does RPGs a great disservice by removing the element of mystery from the game. Players that have no tolerance of being confronted by hitherto unknown magic, monsters or situations do not deserve their seat at the table and would be better served by amusing themselves with a different pastime.

Specifically with regards to traps, you are trying to engineer something novel and unexpected in order to fool, mislead or otherwise flummox your players. Creativity is at a premium here not blind adherence to a ruleset. If you wish to have a trap that turns everyone blue and causes them to leave blue footprints wherever they walk, so be it. Just because there's no spell in the PHB that causes this effect should not bar you from implementing it.

Table 10.3: Suggested Difficulty Modifiers for Identify Trap and Disarm Trap skill checks

Trap Level	Difficulty Modifier
1	-45
2	-40
3	-30
4	-25
5	-20
6	-15
7	-10
8	-5
9	0
10	5
11	10
12	15
13-14	20
15-16	25
17-18	30
19-20	35
21-22	40
23-24	45
25-26	50
27-28	55
29-30	60

Detection: Deciphering the presence of a concealed pit is contingent on the skill with which it is camouflaged. Ideally, this should roughly scale with the level of the PCs bearing in mind the sophistication of their opponents. As such, it's a judgment call on your behalf. Guidance as to an appropriate skill modifier by level is given in Table 10.3.

Projectile Trap: This family of traps discharges a projectile. The missile can be anything from a dart to a ballista missile and may be coated with a toxic substance.

Type: Wounding – This trap is intended to injure the individual setting off the trap. Typically, they are aimed at the trigger point.

The missile's Attack roll (vs. a straight d20 on the part of the victim) may increase with the level of the trap.

Impairment: A PC struck by the missile will suffer damage appropriate to the missile's size and velocity. Typically this will mimic the missile type's damage as listed in the PHB though this could be amped up presuming a higher tension launcher. Nastier versions may introduce debilitating or fatal poisons to the missile.

Trigger: Triggers will generally be a tripwire or pressure plate which when actuated discharges the missile. Alternative triggers may be actuated when a chest lid or false door is opened – the act of opening the lid or aperture being the trigger mechanism.

Detection: Tripwires and pressure plates are subject to Identify Trap and possibly Observation or Scrutiny depending on the setup. (Tripwires generally should have a terminal difficulty of no more than -20 as it is difficult to better conceal such triggers.)

"Rocks Fall, Everyone Dies": This type of trap is intended to cause mass casualties by collapsing a roof or inducing a rockfall or avalanche.

Type: Killing – This trap is designed to inflict substantial physical damage on all members of an adventuring party. While it may be imagined to be a detain trap, anyone detained under tons of rubble is likely dead. The trap may function as a hindrance by blocking off access.

Impairment: All PCs in the area of effect will be subject to physical damage. Modeling this is best done using the Dropped Objects rules. For example, a collapsed ceiling 10' overhead would inflict d12p-1 damage to all those underneath.

Trigger: Disturbing a critical load bearing structure could trigger the trap. This is best if the trap is incidental such as a mine collapse or structural weakening of a building. If the trap is intentionally set, pressure plates or tripwires could dislodge a vulnerable anchoring point thus inducing the collapse.

Detection: Incidental traps should be subject to detection via Mining or Carpentry skills as a skilled craftsman could have the expertise to spot the danger.

Suggestion for Difficulty Modifiers (Table 10.3)

As characters advance in skill levels, it is natural to assume that the challenges they face ought to scale proportionately. After all, 6th level fighters are going toe to toe with far more dangerous adversaries than 1st level noobs. Naturally, traps faced by such experienced mercenaries ought to be more lethal and difficult to locate and disarm as well. Before the argument is raised that this merely sets up a situation in which the goalposts keep moving never permitting the thief to master his craft, consider that these increasingly formidable traps are worth significantly more EPs. It is as acceptable to place weaker or stronger traps in your adventures just as it is to keep throwing 2-3 goblins and a few tougher individual creatures at experienced fighters. They either won't earn many experience points or are in for a challenge.

The difficulty modifier to Identify Trap and Disarm Trap skill checks should thus follow this progression. Traps that may be discovered via Observation or Scrutiny should have difficulty modifiers 10% more stringent reflecting that these are general-purpose skills.

Rating Trap Lethality (Table 10.4)

This is the ultimate question that I know you're begging to ask. How do I rate my trap or "what's an appropriate trap for my PCs?"

This is a difficult proposition. There are so many variables that the best we can do is offer you guidance and lead you on the path. The final call is up to you. Hopefully we can steer you into an appropriate neighborhood where your choices boil down to a scant few.

Average Damage: You should calculate the average damage the trap inflicts on the target (up to 2 individuals). A mass casualty trap that affects the entire party is a separate animal.

Average damage consists of the mean damage the trap inflicts if successful. This sets the trap's baseline lethality.

Definitions: The mean damage for dxp is d3p= 2.5; d4p= 3; d6p= 4; d8p= 5; d10p= 6; d12p= 7

Table 10.4: Trap Lethality Rating

Trap Level (Lethality Rating)	Average Damage (hit points)
1	up to 6
2	7-8
3	9-10
4	11-12
5	13-14
6	15-16
7	17-18
8	19-20
9	21-22
10	23-24
11	25-26
12	27-28
13	29-30
14	31-32
15	33-34
16	25-36
17	37-38
18	39-40
19	41-42
20	43-44
21	45-46
22	47-48
23	49-50
24	51-52
25	53-54
26	55-56
27	57-58
28	59-60
29	61-62
30	63-64

Adjustments (apply in order):

1) If the trap must succeed at an Attack roll or the PC can make a Feat of Agility roll (or some other roll) to

avoid it, knock its damage down by 50%. If a save for half damage exists, knock its rated damage down by 25%.

1a) A quick and dirty means of deciding how to rate a traps Attack bonus (e.g. for a projectile) or Feat of Agility challenge is to just use the Lethality Rating as the Attack bonus or Feat of Agility challenge.

2) Mass Casualties: If a trap can likely affect the entire party, increase its Lethality Rating by 4.

3) Poison: If the trap delivers a debilitating poison, add +1 to the Lethality Rating for every -1 penalty it can cause. If lethal, add +10.

Examples of Rated Traps

1: Covered Pit Trap

Design Parameters

Party Level: 2

Appropriate Damage: 7-8

A 15' fall does 2d6p (average 8). Pit is thus made 15' deep.

Detection: Identify Traps modifier -40 (alternatively Scrutiny -30)

15' deep covered pit trap (hindrance & wounding): Lethality 2

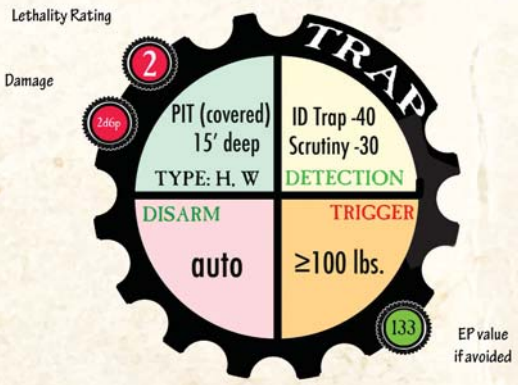
Impairment: PCs falling into the pit suffer 2d6p damage

Trigger: Stepping on the pit cover activates the trap provided the character (& gear) weighs ≥100 lb. The concealing cover collapses into the pit once triggered.

Detection: Identify Traps (-40) or Scrutiny (-30)

Disarming: automatically successful (forceful prodding with a staff will collapse pit cover)

This information can be consolidated into a helpful graphic:



2: Pop-Up Buzzsaw Trap

Design Parameters

Party Level: 8

Appropriate Damage: 19-20

Detection: Identify Traps modifier -5 (alternatively Scrutiny +5)

Idea is for a spinning buzzsaw blade to spring from the floor smacking the PC that stepped on a pressure plate trigger. Placing novelty above inane player questions such as "what motive power keeps it spinning?" or "why didn't we hear it buzzing – does it instantly spin up? – that's totally unrealistic – wait while I download a shop manual proving that couldn't happen", I simply decide that it spins up instantly when triggered. Want faithful adherence to the laws of physics then explain to me why your mage can cast spells. Q.E.D.

I decide to allow a Feat of Agility check for half damage. Since this effectively reduces the damage by 25%, I multiply the target damage (20) by 1.25. (Yes, I know that isn't exactly mathematically right, but it's close enough and simple). So the buzzsaw should do about 25 points. 5d8p should do it. I also decide that armor DR should be effective given the nature of the trap. Plugging these thought into the final trap yields…

Buzzsaw trap (wounding): Lethality 8

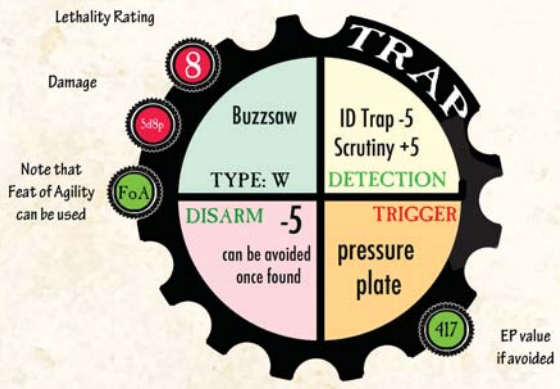
Impairment: A buzzsaw pops out of the ground slamming its whirring blade into a character that activates the trap. Damage is 5d8p (less DR). A successful Feat of Agility vs. d20+4 permits half damage.

Trigger: Stepping on a pressure plate trigger.

Detection: Identify Traps (-5) or Scrutiny (+5)

Disarming: Disarm Trap (-5) though failure subject to engaging trap. May be avoided if trigger identified.

This information can be consolidated into another helpful graphic:



Experience for Traps

Traps are simply another challenge in an adventure. As such, they are subject to an experience point award for overcoming them much as an EP award is granted for besting an encounter with monsters.

Note that successful detection and avoidance merits the full award. Setting off a trap garners 25% of the reward (a lesson is still learned).

Trap Placement

It is not necessary, or even advisable, to place only "level appropriate" traps in an adventure. A series of irksome lesser traps can be just as challenging. Knowing how to appropriately rate their lethality ensures that an appropriate quantity of EP is available. Ten Lethality 1 traps can substitute for a single encounter in an 11th level dungeon.

One should also bear in mind the technical skills of the creatures emplacing the traps. While goblins are certainly clever and capable of building complex "Rube Goldberg" traps, it seems far-fetched for them to employ traps with a magical trigger or effect. Save those for "The Tomb of the Liche Lord".

Table 10.5: Suggested EP values for Traps

Lethality Rating	EP value		Lethality Rating	EP value
1	67		16	1425
2	133		17	1625
3	167		18	1842
4	200		19	2075
5	242		20	2325
6	292		21	2593
7	350		22	2877
8	417		23	3178
9	492		24	3497
10	575		25	3832
11	675		26	4184
12	792		27	4554
13	925		28	4940
14	1075		29	5343
15	1242		30	5764

Treasure:

One of your most important duties as GM is the awarding of treasure. Award wealth, both monetary and magical, judiciously or your players will quickly possess über-powerful characters laden with magical goodies and financial resources like those of royalty. Boredom will ensue as they easily overcome challenges whilst you become mired in an ever-escalating arms race, straining to provide encounters and the lure of even more powerful treasures to retain their interest in adventure.

Generally, the characters' opponents dictate the rate at which they accumulate wealth and special (magical and superior grade) items, with weaker foes having proportionately smaller assets than more powerful ones.

As an addendum to the previous discussion on adventure design, Table 10.6 provides a guideline for the quantity of monetary treasure you should place in your adventure. Again, this is premised on a 16 encounter adventure appropriate to the number of characters and their average level.

For example, the adventure we've designed constitutes a full adventure in that is comprises 2859 experience points in combatants and obstacles and a commensurate amount of story awards (For four 5th level characters, per Table 10.1 there should be 16 encounters at a mean value of 181 (2896) and an equivalent amount of story awards). Per Table 10.6, this adventure should have 600 sp worth of recoverable treasure. Alternatively, if we created an adventure for the same party but made it shorter – perhaps only having a total of 3 encounters but with tougher monsters such that the total EP yield was 650, the treasure award should be reduced to 650÷2896 x 600 sp or 135 sp.

Note that in both the instance of wealth and in the case of special item distribution, you may withhold some or even most of the booty and place it in hidden treasure chambers or out-of-the-way caches, locked and/or trapped appropriately. Ideally, a third or more of the treasure should be hidden or disguised such that oblivious players will never locate it.

For instance, in populating our Lizard Man Cavern, the leader and his lieutenants hoard the majority of the treasure, locked away in a hidden side room off the final chamber, as well as wearing and wielding any extraordinary weapons and armor they've come across (which they certainly seek to use to the detriment of the adventurers).

Treasure needn't be all in cash format; in fact, it absolutely shouldn't be. Creatures, particularly intelligent ones, have valuable items of many types including gems, jewelry, ore, art (sculptures, paintings, pottery, etc.), engraved weapons and armor, fine textiles, expensive furniture, rare woods, trade goods, armor, weapons, relics and historical items, slaves, tools, books/paper, animal pelts and so on.

Table 10.6: Suggested Treasure Awards for a Full Adventure (silver pieces)						
	Number of PCs					
Party Level	3	4	5	6	7	8
1	90	120	150	180	210	240
2	180	240	300	360	420	480
3	270	360	450	540	630	720
4	360	480	600	720	840	960
5	450	600	750	900	1050	1200
6	900	1200	1500	1800	2100	2400
7	1350	1800	2250	2700	3150	3600
8	1800	2400	3000	3600	4200	4800
9	2250	3000	3750	4500	5250	6000
10	2925	3900	4875	5850	6825	7800
11	3600	4800	6000	7200	8400	9600
12	4275	5700	7125	8550	9975	11400
13	4950	6600	8250	9900	11550	13200
14	5625	7500	9375	11250	13125	15000
15	6300	8400	10500	12600	14700	16800
16	6975	9300	11625	13950	16275	18600
17	7650	10200	12750	15300	17850	20400
18	8325	11100	13875	16650	19425	22200
19	9000	12000	15000	18000	21000	24000
20	9675	12900	16125	19350	22575	25800
21	10350	13800	17250	20700	24150	27600
22	11025	14700	18375	22050	25725	29400
23	11700	15600	19500	23400	27300	31200
24	12375	16500	20625	24750	28875	33000
25	13050	17400	21750	26100	30450	34800
26	13725	18300	22875	27450	32025	36600
27	14400	19200	24000	28800	33600	38400
28	15075	20100	25125	30150	35175	40200
29	15750	21000	26250	31500	36750	42000
30	16425	21900	27375	32850	38325	43800

Special Treasures:

In addition to the normal treasure awards, it is recommended that you place one extraordinary item per player character (including NPCs receiving full shares, etc.) into the adventure. These should be chosen from the appropriate level tables found in Chapter 11: Treasure Tables.

Roughly half the magical and superior grade prizes won should be of an expendable or non-permanent nature (e.g., potions, scrolls, charged items, arrows, bolts, etc.). These items are generally easiest to create and are thus most plentiful. They provide the additional benefit of forcing a player to choose between expending a precious item or facing greater difficulty in the quest (or even potential death in the case of healing items). These choices make the game fun and memorable for everyone, especially for you, the GameMaster.

If you follow these guidelines and sufficiently challenge your players, by 10th level each character should have had an opportunity to find about ten superior and/or magical items.

We recommend that you choose and place special and magical items based on the lists at the end of this chapter. Potions and standard arms and armors will likely be about 60% of the find, with superior quality arms being about 10%, superior quality armors 5%, scrolls 20% and wands the remaining 5%.

Limiting Experience Awards for the Timid

The mechanism of experience points is a proxy that simulates Player Characters bettering themselves by facing and overcoming challenges. However, as any athlete is familiar with, it is only by pushing oneself to the limit that maximal benefit is derived. Routinely engaging in unchallenging workouts such as jogging a mere mile or two, while greatly reducing required time and effort as well as risk of injury, will hardly provide the necessary preparation to significantly improve one's sprinting performance or build up the stamina required to complete a marathon.

A parallel situation occurs with adventuring PCs. Engaging in conservative (some might say timid) forays in which a single opponent is decimated by unbloodied fighters backed by spellcasters unloading their full complement of magical capabilities does not truly test the mettle of any band of mercenaries. Should this troupe promptly retreat after suffering a few wounds, afraid to take on further encounters that might now prove risky given that their resources are no longer fully topped off, they are not truly pushing the experiential envelope and cannot hope to gain as much from these encounters as their peers that tempt fate to overcome multiple challenges where the odds no longer are overwhelmingly in their favor.

To put it more succinctly, taking on one or two encounters and then retreating to fully heal up and replenish spells before taking on another encounter or two is simply not the same as pushing through and accomplishing the same aggregate number of encounters all in one go.

To simulate this, only award full experience for overcoming creatures if the characters fight a minimum threshold of opponents before they rest and recuperate. Players that refuse to challenge their characters and risk loss simply are not learning as much and should gain fewer rewards.

As a general guideline, groups should overcome 4 level appropriate encounters per day to reap full experience awards. This needn't be 4 individual encounters – one massive encounter with foes valued at 4 times a level appropriate encounter will suffice. Overcoming only three level appropriate encounters before retreating reduces the EP award by 25%, two encounters by 50% and a single encounter by 75%.

To illustrate this numerically, the following charts show the opponent EP thresholds 1st and 6th level PCs must overcome at one sitting to gain the stated percentage of EPs.

% of Total rated EPs to Award based on daily accumulated total (1st level PCs)				
# PCs	25%	50%	75%	100%
3	38	76	114	152+
4	50	100	150	200+
5	63	126	189	252+
6	75	150	225	300+

% of Total rated EPs to Award based on daily accumulated total (6th level PCs)				
# PCs	25%	50%	75%	100%
3	164	328	492	656+
4	219	438	657	876+
5	273	546	819	1092+
6	328	656	984	1312+

Players that are content to only take on opponents when the odds are massively in their favor (full hit points and spells) will advance much more slowly than their more aggressive peers – but will likely suffer fewer fatalities. It's a tradeoff like everything else in HackMaster.

Obviously multiple catastrophic injuries may occur early on that may induce even the most foolhardy of players to question their capability to soldier on. Stuff happens – they should just deal with it. This may simply be a night when they have to content themselves with a reduced EP award. Alternatively, it may be an opportunity for someone other than the min/maxed fighter to step up and assume the mantle of leadership.

Choose special treasures based on the average party member level to ensure that they receive items appropriate to their current toughness and expected strength of opponents. Giving away inordinately powerful items compounds your job since you must then beef up the players' opponents in order to present a challenge.

It is highly probable that some of these special treasures will be in use by the leaders of the foes your party faces. This is a delicate balance of which you must be aware as a GM. These items will make your PCs' fights tougher, but give them greater rewards. In the case of usable items such as potions and wands, you need to be cognizant of the fact that if you put the items into the hands of monsters, they will use them, thus leaving your PCs down a special treasure or two.

Keep in mind that randomly generated special treasures may not always please your characters. Try to get them to view these powerful items as windows of opportunity. Perhaps, for example, the Mage who found a +2 Halberd can take a new weapon proficiency and Phalanx Fighting, instead of whining that he can never engage in melee combat.

Back to the Dungeon Design...

Following the above charts and guidelines we see that there should be about 600sp worth of treasure in our adventure, as well as four additional level 5 special treasures. Rolling on the appropriate charts gave us, in this particular instance: Dwarven Scalemail, a +2 Scimitar, a Potion of Orcish Steadfastness, a Potion of Speed and a Mage Scroll with the spells Sense Invisible Beings and Entrancing Lightshow on it.

These items should be placed, with care, around our Lizard Men caves, with the Lizard Man Sub-Chief Wielding the +2 Scimitar, the Mage Lizard Man having the Scroll. You can see that it is possible to use Special Treasures to present your players with tough choices. For instance, we could choose to make the Dwarven Scalemail and Potions the items that were interred with the Nobleman's ancestor, thus giving the players the choice to keep them and forfeit the EPs, or return them and forfeit the treasures (if you do this, however, you should add some additional items into the dungeon). Whether you choose to walk such a dark and twisted path is at your discretion as GM

Step 6: Get Some Details

You've completed the big hurdles of adventure design at this point, but its important to remember that the little details are what makes an adventure memorable. It is well worth your time to engage in the following activities once your adventure is fully populated and laid out:

1. Write some flavor text: Give your players a feel of the sights, sounds and smells of the world they are adventuring in. The more specific you can be, the more real the whole thing will feel. NOTE: DO NOT use flavor text in such a way that it precludes your PCs actually using their skills. Avoid giving everything away in a flourish of details as you describe each room to precision the minute the players step foot in it. Instead, hold such text in reserve until such a time as the players have made the appropriate skill checks. For instance, if a PC asks what he sees in the room, have him roll his Observation check, and then read your flavor text accordingly.

2. Flesh out NPCs: Head on over to the NPC section of this book and give your NPCs notable personalities and motivations. There's nothing better for keeping an adventure memorable than a unique NPC or two. NOTE: This includes monsters! They can have quirks and flaws too, and if they are intelligent, they certainly shouldn't be played as rote killing machines (unless that's how the HOB tells you to play them). Try giving your monsters distinguishing

characteristics, or maybe even names. That way you aren't always saying, "the Lizard Man attacks you, that other Lizard Man attacks, this Lizard Man over here is also attacking," which gets boring real quick. You might instead be saying "The Kregur with the missing eye lashes out at you and calls out in a guttural language to his companion. "Chaktuk!" He appears to yell, and "Chaktuk" responds, a smaller and mostly orange Lizard Man, responds, leaping forward to attack you as well."

3. Design with your players in mind: Way back in Step 1 we asked you to keep in mind the things your players like and dislike, as well as their strengths and weaknesses. Try to include items, traps and moments in your adventure that will force them to use their relevant skills, and to avoid things that hold no use or utility for them. If no one in the party has any lockpicking ability, don't keep everything locked up. If your PC recently pumped building points into his jumping ability, design some traps that make him jump!

STEP 7: TEST

There isn't much to say here beyond the fact that you should always try to do at least some testing before running your players through an adventure. This can involve thinking through how your players might surprise and annoy you (keeping in mind that you will absolutely never think of everything, and they are sure to do something strange, incomprehensible, and unexpected that breaks your adventure and leaves you scrambling), playing through some of the battles yourself, or if you have the luxury, getting fellow GMs to weigh in on your adventure's write-up. After you do this, make any fixes and tweaks that seem necessary.

SUMMARY FOR CREATING AN ADVENTURE:

1) Determine your party's strengths and weaknesses and the total amount of EPs your adventure's encounter should yield.

2) Create a roster of enemies that add up to this EP total. Split this roster into about 16 encounters that are around the suggested EP level for your party.

3) Get some maps and locations for your adventure and begin populating your adventure using the groups from step 2.

4) Figure out a plausible and compelling hook that will bring your party to these encounters.

5) Figure out some story awards that equal the EP yield in step 1, and populate your adventure with treasure and traps.

6) Further flesh out your adventure with NPCs, flavor text, and relevant details.

7) Do some testing of the adventure and fix what seems broken.

CAMPAIGNS: TURNING A SERIES OF ONE OFF ADVENTURES INTO A STORY

HackMaster can be played as one-off adventures, where the PCs hang it up and retire after one quest (or a series of related adventures), however, most players will demand that you allow them to play their PCs in more-or-less continuous play until they tire of it or their PCs perish. When it comes to ongoing play, also known as 'campaign play', you have several options. We'll discuss these below.

String Theory: The simplest form of play, and where most novice GMs begin and from which many GMs never waiver even after decades of game play, is to simply string individual adventures together and fill in gaps as needed. The advantage of this stratagem is that it is easy on the GM. The players can keep and develop their PCs and the GM simply feeds them a steady diet of adventure hooks that lead to challenges, monsters and treasure. KenzerCo's stable of prepared HackMaster adventures help immensely with this type of campaign as they provide ready-made play that hit the sweet spot of low-GM stress and prep time. The primary disadvantage of this method is that it is the least fulfilling. It plays less like a novel and more like a series of short stories with no theme or thread to pull them together. It's a little more like playing *Aesop's Fables* than *Lord of the Rings*. Of course, many memorable events and characters can come from such a campaign and it can still be plenty enjoyable. However, particularly at higher levels, your players will begin to develop their own desires and motivations, so they may force you to take the campaign to another level.

Overarching Story: This type of campaign has an underlying narrative in which the PCs become involved. The theme and threads can be anything you want, but in all cases will be extensive enough to last the duration of the campaign or at least large portions of it. For example, the campaign could be about restoring a monarchy to its long-lost glory by returning the rightful heir to the throne, or perhaps toppling an evil regime, or maybe re-assembling a powerful artifact and using it to destroy an ancient god. The disadvantage of such a campaign is the amount of planning required by you. You will need to have an idea, and then create clues and enough adventures to spread across the timeframe and levels that you need. When done properly, your campaign-affecting adventures (where clues are found for the over-arching stories, e.g. pieces of the dwarven rod of many parts or whatever) will be sandwiched between several other (seemingly) random adventures that have no clear tie to the overall story. This will serve to create the appropriate level of build-up, joy and wonder when the players do find a clue, but also will provide some level of realism and a

Note on working adventures into a continuing campaign: Creating a years long campaign for your player characters is beyond the scope of this guide. However, the above guidelines should be valid at each level. You will want to take particular note of the Telling A Story section at the beginning of this chapter. Furthermore, you will be incorporating overarching themes, politics, betrayals, recurring and notable NPCs and much else into your world. While juggling all of this, you should still maintain the basic structures of how to move your PCs from one level to the next that were presented above.

sense of character control over their fate. Too frequent 'campaign' level encounters and the players will feel railroaded. The trick is to pique their interest and curiosity such that they begin actively seeking out clues and threads. When they find one, they will believe it was their doing, not your placement. Further, they will come to see such a clue as a treat, another reward beyond EPs, treasure, Fame and Honor. In most cases, it is safest to play this type of campaign where the players are simply pawns or instruments in the hands of greater powers – they serve a king, usurper, a god, or whatever. One of the cardinal rules is to keep the players in the dark as to your campaign purpose until they are ½ to ⅔rds of the way through. They should never begin knowing their ultimate goal. Another such rule is to make the players desire the outcome. If they don't care, or worse, are against it, they will never push for completing the purpose.

Overarching Story II: A memorable twist on the overarching story is to make the players actually be the center of the action. Perhaps one of the PCs is actually the heir to the throne, or the person seeking revenge, the leader of the rebellion or whatever. Maybe each of the PCs are nobles, all working to destroy the king and gain power for their house. The advantage of this type of campaign is that the players will be fully engaged from the get-go, or at least from the point where they discover that their character has skin in the over-arching conflict and story. The major disadvantage is that your story will take a major hit if such a character perishes. Of course, there are ways around this – protégés can be clan members that can readily step into the shoes of the slain, for example. Other PCs may be siblings that can become next in line for succession (or maybe murder the older PC-sibling for the same purpose!). In any event, if you want to run this type of game, be prepared with several escape hatches.

I once ran a game where the characters were all motivated to destroy the ruling tyrant (had their family butchered, town destroyed or other ruin traced back to the oppressive regime). At some point they deciphered a prophesy that predicted a new Arthurian-like heir would rise from the commoners to save the people. Eventually, they discovered that it was one of the PCs! They planned and built their power (including an army) to put the heir on the throne. By then, even if the PC died, they were motivated to hide that fact and continue with overthrowing the king. The story would have a twist, but the game would go on. Had the PC died prior to their discovery of the meaning of the prophecy, the prophesy could have simply pointed to an NPC or maybe another PC. In other words, I had several escape hatches.

HackMaster is ideal for the commoner to hero: I've picked extreme examples such as toppling the ruler or slaying a god to illustrate the example of an overarching story. Your campaigns need not be so world-shaking. In fact, since HackMaster is ideally suited for the 'zero-to-hero' type game, the players could simply strive to protect an out-of-the-way village and later a PC may become its lord-mayor. Even simpler, the campaign could merely be about surviving a shipwreck, becoming marooned on a tropical island filled with hostile forces and returning to civilization. Even campaigns with grand-schemes and empires to topple would be well-served to start small.

Sandbox Play: A more advanced method of play is known as 'sandbox' play. Here, the GM creates an environment and the PCs explore it; they have free reign to choose their own path and challenges. There may or may not be an overarching story for the players to find and participate. Since the players are driving the action, you will need to have far more material prepared than in other play-styles, since the players could go in any direction at any time. You'll need many side adventures and a few major adventures and threads prepared at any given game. The players will choose their quest and then drive the action. The main advantage of this type of game is that the players love it. They feel in control and can choose their PC's own path in life. However, this type of play is not for everyone. First, it obviously requires far more GM prep-time than other methods. Second, and much more difficult, with certain groups of players, especially passive groups that do not like to take initiative, the game can become boring. In groups of players with no clear leader, or where the natural leaders are playing non-leader PCs, indecision may grind the game to a halt. You will be asking 'what do you do?' all night every game and the answer may simply be a lot of players looking at their navels. While this is my absolute favorite way to game, you should save this method for experienced, aggressive and engaged players that meet on a regular basis.

The secret to sandbox play is to not let it become a free-for-all. You can actually control the action without the PCs ever realizing. Give them options, controlled by you. If you lay out 5-6 courses of action (through rumors, adventure hooks, event happenings, NPC interactions, etc), freewill appears to reign, but really, you control what those 5-6 possible actions are. Make sure 2-3 are the most reasonable courses. These you can be well-prepped for, while the others simply false or merely sketched out, waiting for the PCs to become powerful enough to handle them. Make it so the players would be silly to choose a different path from what you've prepared. If they choose to attack a foe far beyond their means or go on a ludicrous path, don't be afraid to fire with both barrels. If a PC dies or even a total party kill results, don't sweat it. The next campaign with the same players should go down

differently – they'll remember that stupid actions result in death, making the stakes seem higher and more realistic.

Combination Play: The above ideas – sandbox, stringing adventures, Overarching Story I and II – can be mixed and matched. Sandbox works with any of them, while overarching stories can be wrapped around or between adventures strung together and so on. Undoubtedly, this list is by no means complete; as many shades and styles exist as do GMs. The key is for you to pick a play style that works for you and your players and run with it. Hopefully the above provides you with some ideas to ponder.

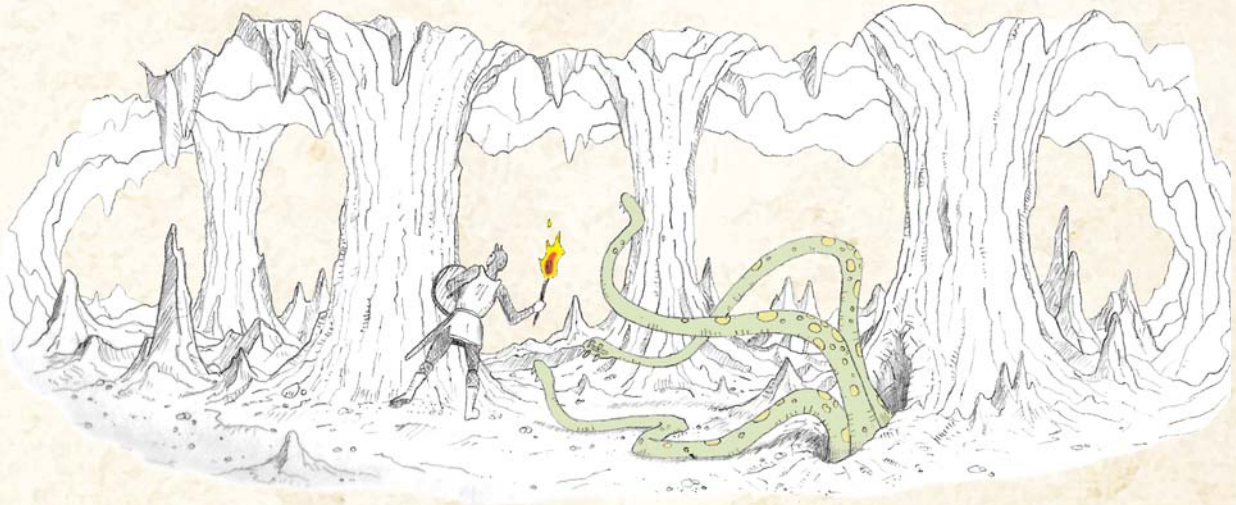
General GM campaign advice

Regardless of play-style that you choose, certain self-evident truths exist. Preparing in certain areas will help any campaign, as will avoiding certain pit-traps. At the core level, the game must be fun. Do some soul searching and self-reflection with an end toward determining the elements that you like best about the game. Is it tactical combat, weaving a story, being surprised and delighted by your players' crazy ideas or actions? Then reflect a bit on what your players seem to like, or even outright ask them. Do they like losing themselves in a fantasy for the evening, exploring uncharted lands, solving problems together, leveling up a character over time, the thrill of near-loss or even death, camaraderie between the players? Figure out what type of play that your players want and as long as it hits some of your own desires, give it to them (if there is no overlap, a very unlikely event, you may need a new group!). Do they like a lot of battles or do they prefer puzzles? Are they suckers for bleeding-hearts and downtrodden PCs? Do they want to be heroic or more roguish? Do they like to parley or shoot first? Sometimes, you may want to go the opposite route, just to throw them off the scent and avoid predictability as well as increase the joy when they do get to dive in to their favorite situations. But, generally, if your players *hate* puzzles, constantly stumping them with puzzles only serves to drive them from the game.

Ending the campaign

Eventually your campaign will come to an end. Perhaps your players tire of their characters and enter into permanent retirement or else some or all of them perish, forcing a fresh start with new PCs. The latter issue often seems like a vexing problem for GMs, even forcing some to cheat in order to keep play going. This is pure folly. Once your players get a whiff of such a rancid error, they will take advantage and then grow bored with you and your game. Fear not ending your campaign with death, imprisonment or the like! Not only will this give your players an opportunity to improve by learning from their (ultimate) mistake, but it will dramatically increase the thrill of your next campaign. Why? Because your players will always have that creeping feeling that death could await them from a bad decision. They may not thank you for it, but they'll definitely appreciate it. Every life-or-death moment or decision will carry extra weight and be that much more gripping.

If you are running an over-arching story game, such a result can seem a disaster, especially a total party kill (TPK). This is where HackMaster's brilliant protégé system shines most. Once your players have fully embraced the protégé system, there will be an endless source of characters already passingly if not intimately familiar with the campaign and the deceased's knowledge base. Even magic items and other possessions can pass this way. The end for a PC will not spell end for the campaign, merely a passing of the guard. One positive byproduct is that it allows that player to play a new character, keeping the game fresh and challenging for him.



Treasure Tables

This chapter contains randomized tables for determining special treasure items appropriate for various party strengths. This complements Chapter 10: Design where the methodology for placing these items into your adventures was discussed.

We suggest you employ random determination instead of choosing items as the former method ensures that single use or perishable items form a significant portion of the treasure for reasons listed below. However, given the possibly unique composition of your players, you may alternatively choose items to better fit their characters since recovering a sizeable number of functionally useless items is demoralizing.

Roughly half of the magical and superior grade prizes won should be of an expendable or non-permanent nature such as potions, scrolls, charged items, arrows, bolts and so on. These items are generally easiest to create and are thus most plentiful. They provide the additional benefit of forcing a player to choose between expending a precious item or facing greater difficulty in the adventure or even potential death in the case of healing items. Choices such as this make the game fun and memorable for everyone, especially the GameMaster. If you follow these guidelines and sufficiently challenge your players, each character should have an opportunity to find about one superior and/or magical items per level.

Special treasures should be rolled based on the average party member level to ensure that they receive items appropriate to their current toughness and expected strength of opponents. Giving away inordinately powerful items compounds your job as a GameMaster since you must then beef up the players' opponents in order to present them with a challenge.

Specific rule mechanics for the items listed here may be found in the Player's Handbook (for average quality items), Chapter 13: Quality Items (for most superior grade weapons, shields and armor) or Chapter 14: Magic Items.

Note that clerical scrolls present an exception in that each faith has its own spell list. Unlike arcane scrolls, simply selecting X spells of Y level for a clerical scroll is insufficiently precise.

You should observe two rules. First, should the scroll be found in the possession of a cleric, it is natural to assume that the prayers contained on this holy writ derive from his faith's spell list. Alternatively, if the scroll is in the possession of a non-cleric (or in no one's possession if a secreted and long-lost document), then you should determine the faith of the inscriber at random per the chart below.

A discussion of the specific rules applicable to cross-faith scroll usage can be found in Chapter 14: Magic Items (p. 293).

Faith of Clerical Scroll's Inscriber (d20)	
1	Cathedral of Light
2	The Courts of Justice
3	Church of Everlasting Hope
4	Temple of the Stars
5	Temple of the Patient Arrow
6	The Face of the Free
7	The Order of Thought
8	The Conventicle of the Great Tree
9	Church of Chance
10	The House of Shackles
11	The Order of Agony
12	The House of Knives
13	The Conventicle of Affliction
14	The Temple of Strife
15-20	Re-Roll

When superior quality armor is found, you may reference the table on p. 226 to determine what race it is sized for. Should a weapon type need to be determined, an additional chart exists on that page to facilitate this chore.

d100	Level 1 Special Treasures
01-05	Medium Shield (Average Quality)
06-09	Large Shield (Average Quality)
10-19	Studded Leather Armor* (Average Quality)
20-21	Longbow (Average Quality)
22-24	Light Crossbow (Average Quality)
25-28	Heavy Crossbow (Average Quality)
29-33	Great Sword (Average Quality)
34-35	Two-Handed Sword (Average Quality)
36-38	d6 Arrows +1
39-41	d6 Bolts +1
42-43	Dagger +1
44-45	Knife +1
46-50	Buckler +1
51-69	Potion (determine randomly)
70-75	Healing Ointment
76-81	Divine Scroll: d3p spells of level 1
82-95	Arcane Scroll: d4p spells each being of level d4-2 where 0 indicates a Journeyman level spell & -1an Apprentice spell
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d4	Potions (lvl 1)
1	Potion of Orcish Steadfastness
2	Minor Healing Potion
3	Elixir of Vocal Mastery
4	Potion of Buoyancy

d3	Wands (lvl 1)
1	Wand of Discovery 10+d12p charges
2	Wand of Flowers (d10p charges)
3	Wand of Illumination (d10p charges)

d100	Level 2 Special Treasures
01-08	Large Shield (Average Quality)
09-12	Studded Leather Armor* (Average Quality)
13-27	Ringmail* (Average Quality)
28-30	Scale Mail* (Average Quality)
31-35	Longbow (Average Quality)
36-40	Heavy Crossbow (Average Quality)
41	d6 Arrows +1 (25% all are silvered)
42	d6 Bolts +1 (25% all are silvered)
43	d4p Arrows (or bolts) of Dissuasion
44-49	Weapon +1 (determine randomly)
50	Silvered Weapon +1 (determine randomly)
51-69	Potion (determine randomly)
70-75	Healing Ointment
76-81	Divine Scroll: d3p spells of level 1 or 2
82-95	Arcane Scroll: d4p spells each being of level d4-1 where 0 indicates a Journeyman level spell
96-00	Wand (roll on Level 2 Wands)
	** randomly determine size per Armor Size Chart (p. 228)*
	*** randomly determine per Weapons Chart (p. 228)*

d6	Potions (lvl 2)
1	Potion of Orcish Steadfastness
2-3	Minor Healing Potion
4	Elixir of Vocal Mastery
5	Potion of Buoyancy
6	Potion of Sleep

d6	Wands (lvl 2)
1-2	Wand of Discovery 20+d12p charges
3	Wand of Flowers (d20 charges)
4	Wand of Illumination (2d10p charges)
5	Wand of Water (d10p charges)
6	Wand of Mighty Weapons (d10p charges)

Some of the following tables call for the GM to roll a d30 or a d24. If you do not own these fairly unusual dice, then standard polyhedral dice may be substituted to achieve the same numerical range.

To duplicate a d24, you will need a d6 and a d12. Roll the d6. On a roll of 1-3, roll the d12 normally. On a roll of 4-6, roll d12+12.

To duplicate a d30, you will need a d6 and a d10. Roll the d6. On a roll of 1-2 roll the d10 normally, on a roll of 3-4 roll d10+10, and on a roll of 5-6 roll d10+20.

d100	Level 3 Special Treasures
01	buckler +1
02-04	body shield
05-06	Studded Leather Armor* (Average Quality)
07-10	Ringmail* (Average Quality)
11-16	Scale Mail* (Average Quality)
17-18	Arrows +1 (2d6) (50% all are silvered)
19	Bolts +1 (2d6) (50% all are silvered)
20-35	Weapon +1 (determine randomly)
36-39	Silvered Weapon (determine randomly)
40-42	d8p Arrows (or bolts) of Dissuasion
43-45	Huntsman's Arrow or Bolt (d6p)
46-50	Misc Item
51-69	Potion (determine randomly)
70-75	Healing Ointment
76-81	Divine Scroll: d4p spells each being of level d4
82-95	Arcane Scroll: d4p spells each being of level d4
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*
	*** randomly determine per Weapons Chart (p. 228)*

d10	Potions (lvl 3)
1-2	Potion of Orcish Steadfastness
3-4	Minor Healing Potion
5	Elixir of Vocal Mastery
6	Potion of Buoyancy
7	Potion of Sleep
8	Potion of Giantism
9	Potion of Water Breathing
10	Tonic of Intemperance

d8	Wands (lvl 3)
1	Wand of Discovery 30+d12p charges
2	Wand of Flowers (20+d20 charges)
3	Wand of Illumination (20+d10p charges)
4	Wand of Water (2d10p charges)
5	Wand of Mighty Weapons (8+d10p charges)
6	Wand of Projectiles (d10p charges)
7	Wand of Lightning (d10p charges)
8	Wand of Healing (d10p charges)

d3	Misc. Item (lvl 3)
1	Rogdan's Coin
2	Dimarafar's Debilitating Ring
3	Xafoor's Belt of Buoyancy

d100	Level 4 Special Treasures
01	Buckler +1
02	small shield +1
03-06	body shield
07-09	Scale Mail* (Average Quality)
10-17	Chainmail* (Average Quality)
18	2d6 Arrows +2
19	2d6 Bolts +2
20-21	Huntsman's Arrow or Bolt (2d4p)
22-34	Weapon +1 (choose to suit PCs)
35-37	Weapon +1 (random)
38-40	Silvered Weapon (choose to suit PCs)
41-50	MIsc Item
51-69	Potion (determine randomly)
70-75	Healing Salve
76-81	Divine Scroll: d4p spells each being of level d4+1
82-95	Arcane Scroll: d4p spells each being of level d4+1
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*
	*** randomly determine per Weapons Chart (p. 228)*

d8	Misc. Item (lvl 4)
1	Choarek's Shock Shoes
2	Dimarafar's Debilitating Ring
3	Elvish Rope
4	Everful Flascon
5	Rogdan's Coin
6	Trackless Travel Clothes
7	Wrap of Protection (20 hp)
8	Xafoor's Belt of Buoyancy

d12	Potions (lvl 4)
1	Potion of Orcish STeadfastness
2-4	Minor Healing Potion
5	Elixir of Vocal Mastery
6	Potion of Buoyancy
7	Potion of Sleep
8	Potion of Giantism
9	Potion of Water Breathing
10	Tonic of Intemperance
11	Climber's Draught
12	Mind Control

d10	Wands (lvl 4)
1	Wand of Flowers (40+d20 charges)
2	Wand of Illumination (40+d10p charges)
3	Wand of Water (25+d10p charges)
4	Wand of Mighty Weapons (15+d10p charges)
5	Wand of Projectiles (5+d10p charges)
6	Wand of Lightning (5+d10p charges)
7-8	Wand of Healing (5+d10p charges)
9	Wand of Fire & Flame (d10p charges)
10	Wand of Biting (d10p charges)

d100	Level 5 Special Treasures
01-02	Buckler +1
03-05	Small Shield +1
06-08	Medium Shield +1
09	Padded Armor +1
10-12	Chainmail* (Average Quality)
13-18	Leather Armor +1
19	2d6 Arrows +2 (25% all are silvered)
20	2d6 Bolts +2 (25% all are silvered)
21-32	Weapon +1 (choose to suit PCs)
33-34	Pathfinder arrow/bolt (d6p)
35-40	Silvered Weapon +1 (choose to suit PCs)
41-50	Misc Item
51-69	Potion (determine randomly)
70-75	Healing Salve
76-81	Divine Scroll: d4p spells each being of level d4+2
82-95	Arcane Scroll: d4p spells each being of level d4+2
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*
	*** randomly determine per Weapons Chart (p. 228)*

d12	Misc. Item (lvl 5)
1	Artesidet's Resilient Bowstring
2	Brooch of the Stars
3	Choarek's Shock Shoes
4	Dimarafar's Debilitating Ring
5	Elvish Rope
6	Everful Flascon
7	Firefly Stones (d4p)
8	Grandfather Morten's Flagon
9	Rogdan's Coin
10	Trackless Travel Clothes
11	Wrap of Protection (35 hp)
12	Xafoor's Belt of Buoyancy

d12	Potions (lvl 5)
1	Potion of Orcish Steadfastness*
2-4	Minor Healing Potion*
5	Potion of Buoyancy*
6	Potion of Sleep*
7	Potion of Giantism
8	Potion of Water Breathing
9	Tonic of Intemperance
10	Climber's Draught
11	Mind Control
12	*Potion of Ardor*
*	*for this **initial** result, roll again for 2nd potion found*

d10	Wands (lvl 5)
1	Wand of Flowers (60+d20 charges)
2	Wand of Illumination (50+d10p charges)
3	Wand of Water (30+d10p charges)
4	Wand of Mighty Weapons (20+d10p charges)
5	Wand of Projectiles (10+d10p charges)
6	Wand of Lightning (10+d10p charges)
7-8	Wand of Healing (10+d10p charges)
9	Wand of Fire & Flame (5+d10p charges)
10	Wand of Biting (5+d10p charges)

d100	Level 6 Special Treasures
01	Buckler +1
02-04	Small Shield +1
05-07	Medium Shield +1
08	Large Shield +1
09-10	Splint Mail* (Average Quality)
11	Scalemail +1*
12-15	Ringmail +1*
16-18	Studded Leather +1
19	2d6 Arrows +2 (50% all are silvered)
20	2d6 Bolts +2 (50% all are silvered)
21-23	Silvered Weapon +1 (choose to suit PCs)
24-25	Battle Axe +2
26-28	Longsword +2
29-40	Weapon +2 (determine randomly)
41-50	Misc Item
51-71	Potion
72-75	Healing Salve
76-81	Divine Scroll: d4p spells each being of level d4+3
82-95	Arcane Scroll: d4p spells each being of level d4+3
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d12	Misc. Item (lvl 6)
1	Artesidet's Resilient Bowstring
2	Boots of the Traveler
3	Brooch of the Stars
4	Draper's Lucky Coin
5	Elvish Rope
6	Everful Flascon
7	Firefly Stones (2d4p)
8	Gohlmaz's Mighty Shovel
9	Grandfather Morten's Flagon
10	Hasslefroff's Harp
11	Trackless Travel Clothes
12	Wrap of Protection (50 hp)

d20	Potions (lvl 6)
1-2	Potion of Orcish Steadfastness*
3-5	Minor Healing Potion*
6-7	Potion of Buoyancy*
8	Potion of Sleep*
9-10	Potion of Giantism*
11-12	Potion of Water Breathing*
13	Tonic of Intemperance*
14	Climber's Draught
15	Mind Control
16	Potion of Ardor
17	Potion of Fleet Feet
18	Strength of Iron Brew
19	Potion of Invisibility
20	Essence of Analgesia
*	*for this **initial** result, roll again for 2nd potion found*

d10	Wands (lvl 6)
1	Wand of Flowers (80+d20 charges)
2	Wand of Illumination (54+d10p charges)
3	Wand of Water (35+d10p charges)
4	Wand of Mighty Weapons (25+d10p charges)
5	Wand of Projectiles (15+d10p charges)
6	Wand of Lightning (20+d10p charges)
7	Wand of Healing (20+d10p charges)
8	Wand of Fire & Flame (10+d10p charges)
9	Wand of Biting (10+d10p charges)
10	Wand of Summoning (d10 charges)

d100	Level 7 Special Treasures
01-02	Small Shield +1
03-05	Medium Shield +1
06-07	Large Shield +1
08	Body Shield +1
09-12	Chainmail +1
13	Padded Armor +2
14-15	Banded Mail
16-19	Leather Armor +2
20	2d6 Arrows +2 (75% all are silvered)
21	2d6 Bolts +2 (75% all are silvered)
22-35	Weapon +2 (choose to suit PCs)
36-37	Silvered Weapon +2 (choose to suit PCs)
38-40	Bolt (or Arrow) of Pain (d4p)
41-50	Misc Item
51-71	Potion
72-75	Healing Salve
76-81	Divine Scroll: d4p spells each being of level d4+4
82-95	Arcane Scroll: d4p spells each being of level d4+4
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d20	Misc. Item (lvl 7)
1-2	Alelard's Belt of Ladder Weaving
3-4	Artesidet's Resilient Bowstring
5	Boots of the Traveler
6	Brooch of the Stars
7	Draper's Lucky Coin
8	Elvish Rope
9	Everful Flascon
10	Firefly Stones (3d4p)
11	Gohlmaz's Mighty Shovel
12	Grandfather Morten's Flagon
13	Hasslefroff's Harp
14	Linens of Healing
15	Poncho of Many Tapestries
16	Rogvimel's Helm of Clear Thinking
17	Shot Glass of Wisdom
18	Solomar's Gossamer Garment
19	Wrap of Protection (65 hp)
20	Xafoor's Earing

d20	Potions (lvl 7)
1-2	Potion of Orcish Steadfastness**
3-5	Minor Healing Potion*
6-7	Potion of Buoyancy*
8	Potion of Sleep*
9	Tonic of Intemperance**
10	Potion of Giantism*
11	Potion of Water Breathing*
12	Climber's Draught
13	Potion of Ardor
14	Potion of Fleet Feet
15	Strength of Iron Brew
16	Potion of Invisibility
17	Essence of Analgesia
18	Potion of Duplicity or Potion of Mind Control
19	Potion of Prescience
20	Potion of Indefatigable Dynamism
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 7)
1-2	Wand of Illumination (57+d10p charges)
3	Wand of Water (50+d10p charges)
4	Wand of Mighty Weapons (30+d10p charges)
5	Wand of Projectiles (20+d10p charges)
6	Wand of Lightning (25+d10p charges)
7	Wand of Healing (25+d10p charges)
8	Wand of Fire & Flame (15+d10p charges)
9	Wand of Biting (15+d10p charges)
10	Wand of Summoning (5+d10 charges)

Examples:
for this initial result, roll again for 2nd potion found: You (the GM) roll for a Level 7 special treasure and get 60 on the main list (Potion) followed by 4 on the Potions sub-table (Minor Healing Potion). Since this potion is one of the types that falls under this category, this treasure contains two potions. Roll again to determine the second one. Should you roll a 5 indicating another Minor Healing Potion, you don't roll again as the second roll is not the ***initial*** result. The treasure is thus two Minor Healing Potions.

freebie - add to treasure & roll again on any such result: You (the GM) roll for a Level 7 special treasure and get 58 on the main list (Potion) followed by 1 on the Potions sub-table (Potion of Orcish Steadfastness). This potion is part of a cache of such items. Should you subsequently roll another one of these potions, add it to the hoard and continue rolling until you get another without this designator. If your next roll is 9 (Tonic of Intemperance), add this to the cache and *continue rolling*. Should the next roll be 4 (Minor Healing Potion), add this to the cache and **stop** since this wasn't the ***initial*** roll. The treasure thus consists of three potions (Orcish Steadfastness, Tonic of Intemperance and Minor Healing).

d100	Level 8 Special Treasures
01-02	Small Shield +1
03-05	Medium Shield +1
06-07	Large Shield +1
08	Body Shield +1
09-12	Plate Mail
13-16	Splint Mail +1
17-20	Scale Mail +2
21-33	Weapon +2 (choose to suit PCs)
34-38	Silvered Weapon +2 (choose to suit PCs)
39	2d6 Arrows +3
40	2d6 Bolts +3
41-50	Miscellaneous Item (see below)
51-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+5
82-95	Arcane Scroll: d4p spells each being of level d4+5
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d20	Misc. Item (lvl 8)
1	Alelard's Belt of Ladder Weaving
2	Artesidet's Resilient Bowstring
3	Bannon's Scissors
4	Boots of the Traveler
5	Crenlen's Cowl
6	Draper's Lucky Coin
7	Firefly Stones (4d4p)
8	Gloves of Pilphering
9	Gohlmaz's Mighty Shovel
10	Gorinimar's Ring of Berserk Strength
11	Hasslefroff's Harp
12	Linens of Healing
13	Peasor's Greaves of Trollkin Control
14	Poncho of Many Tapestries
15	Rogvimel's Helm of Clear Thinking
16	Shot Glass of Wisdom
17	Solomar's Gossamer Garment
18	Wrap of Protection (80 hp)
19	Wythmore's Bit & Bridle of Restraint
20	Xafoor's Earing

d12	Potions (lvl 8)
1-2	Potion of Orcish Steadfastness**
3-5	Minor Healing Potion*
6-7	Potion of Buoyancy**
8	Potion of Sleep** *or* Tonic of Intemperance**
9	Potion of Giantism*
10	Potion of Water Breathing**
11	Climber's Draught*
12	Potion of Ardor
13	Potion of Fleet Feet*
14	Strength of Iron Brew
15	Potion of Invisibility
16	Essence of Analgesia
17	Potion of Duplicity or Potion of Mind Control
18	Potion of Prescience
19	Potion of Indefatigable Dynamism
20	Healing Potion
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 8)
1-2	Wand of Illumination (60+d10p charges)
3	Wand of Water (55+d10p charges)
4	Wand of Mighty Weapons (35+d10p charges)
5	Wand of Projectiles (25+d10p charges)
6	Wand of Lightning (30+d10p charges)
7	Wand of Healing (30+d10p charges)
8	Wand of Fire & Flame (20+d10p charges)
9	Wand of Biting (20+d10p charges)
10	Wand of Summoning (15+d10 charges)

d100	Level 9 Special Treasures
01-02	Small Shield +1
03-05	Medium Shield +1
06-07	Large Shield +1
08	Body Shield +1
09-12	Scale Mail +2
13-16	Studded Leather +2
17-20	Ringmail +2
21-24	Silvered Weapon +2 (choose to suit PCs)
25-27	Arrow/Bolt of Hounds Bane (d6p)
28-29	2d6 Arrows +3 (25% all are silvered)
30	2d6 Bolts +3 (25% all are silvered)
31-40	Weapon +3 (random)
41-50	Misc Item
51-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+6
82-95	Arcane Scroll: d4p spells each being of level d4+6
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d30	Misc. Item (lvl 9)
1	Alelard's Belt of Ladder Weaving
2	Amar's Swift Sandals
3	Artesidet's Resilient Bowstring
4	Bannon's Scissors
5-6	Boots of the Traveler
7	Crenlen's Cowl
8	Daltharr's Helm of Concentration
9	Draper's Lucky Coin
10-11	Elvish Boots
12	Frock of Distraction
13	Gloves of Pilphering
14	Gohlmaz's Mighty Shovel
15	Gorinimar's Ring of Berserk Strength
16	Hasslefroff's Harp
17	Linens of Healing
18	Liniran's Mask
19	Medusa Headed Lantern of Sobeteta
20	Peasor's Greaves of Trollkin Control
21	Poncho of Many Tapestries
22	Robes of Storage
23	Rogvimel's Helm of Clear Thinking
24	Shalebeard's Knuckles of Steadfastness
25	Shot Glass of Wisdom
26	Solomar's Gossamer Garment
27-28	Wrap of Protection (100 hp)
29	Wythmore's Bit & Bridle of Restraint
30	Xafoor's Earing

d20	Potions (lvl 9)
1-2	Potion of Orcish Steadfastness**
3-6	Minor Healing Potion**
7	Potion of Buoyancy**
8	Potion of Sleep** *or* Tonic of Intemperance**
9	Potion of Giantism**
10	Potion of Water Breathing**
11	Climber's Draught*
12	Potion of Ardor
13	Potion of Fleet Feet*
14	Strength of Iron Brew
15	Potion of Invisibility
16	Essence of Analgesia
17	Potion of Duplicity or Potion of Mind Control
18	Potion of Prescience
19	Potion of Indefatigable Dynamism
20	Healing Potion
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 9)
1-2	Wand of Illumination (63+d10p charges)
3	Wand of Water (65+d10p charges)
4	Wand of Mighty Weapons (40+d10p charges)
5	Wand of Projectiles (30+d10p charges)
6	Wand of Lightning (35+d10p charges)
7	Wand of Healing (35+d10p charges)
8	Wand of Fire & Flame (25+d10p charges)
9	Wand of Biting (25+d10p charges)
10	Wand of Summoning (20+d10 charges)

d100	Level 10 Special Treasures
01-02	Buckler +2
03-05	Small Shield +2
06-08	Medium Shield +2
09-12	Chainmail +2
13-16	Banded Mail +1
17-19	Plate Mail +1
20-22	Silvered Weapon +2 (choose to suit PCs)
23-26	Weapon +3 (random)
27-37	Weapon +3 (choose to suit PCs)
38-39	2d6 Arrows +3 (50% all are silvered)
40	2d6 Bolts +3 (50% all are silvered)
41-50	MIsc Item
51-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+7
82-95	Arcane Scroll: d4p spells each being of level d4+7
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d20	Potions (lvl 10)
1-2	Potion of Orcish Steadfastness**
3-5	Minor Healing Potion**
6	Potion of Buoyancy**
7	Potion of Sleep**
8	Tonic of Intemperance**
9	Potion of Giantism**
10	Potion of Water Breathing**
11	Climber's Draught*
12	Potion of Ardor
13	Potion of Fleet Feet*
14	Strength of Iron Brew*
15	Potion of Invisibility
16	Essence of Analgesia*
17	Potion of Duplicity or Potion of Mind Control
18	Potion of Prescience
19	Potion of Indefatigable Dynamism
20	Healing Potion
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d24	Misc. Item (lvl 10)
1	Alelard's Belt of Ladder Weaving
2	Amar's Swift Sandals
3	Asaivalia's Vambraces
4	Bannon's Scissors
5	Crenlen's Cowl
6	Cyramore's Shawm of Allurement
7	Daltharr's Helm of Concentration
8	Elvish Boots
9	Frock of Distraction
10	Gloves of Pilfering
11	Gorinimar's Ring of Berserk Strength
12	Libriam of Translation
13	Linens of Healing
14	Liniran's Mask
15	Medusa Headed Lantern of Sobeteta
16	Peasor's Greaves of Trollkin Control
17	Poncho of Many Tapestries
18	Rastur's Woodland Boots
19	Robes of Storage
20	Rogvimel's Helm of Clear Thinking
21	Shalebeard's Knuckles of Steadfastness
22	Solomar's Gossamer Garment
23	Wythmore's Bit & Bridle of Restraint
24	Xafoor's Earing

d10	Wands (lvl 10)
1-2	Wand of Illumination (66+d10p charges)
3	Wand of Water (75+d10p charges)
4	Wand of Mighty Weapons (45+d10p charges)
5	Wand of Projectiles (35+d10p charges)
6	Wand of Lightning (37+d10p charges)
7	Wand of Healing (40+d10p charges)
8	Wand of Fire & Flame (30+d10p charges)
9	Wand of Biting (30+d10p charges)
10	Wand of Summoning (25+d10 charges)

d100	Level 11 Special Treasures
01	Buckler +2
02-04	Small Shield +2
05-07	Medium Shield +2
08	Large Shield +2
09-12	Splint Mail +2
13-16	Scale Mail +3
17-20	Studded Leather +3
21-25	Silvered Weapon +3 (choose to suit PCs)
26-37	Weapon +3 (choose to suit PCs)
38	2d6 Arrows +3 (75% all are silvered)
39	2d6 Bolts +3 (75% all are silvered)
41-50	Misc Item
51-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+8
82-95	Arcane Scroll: d4p spells each being of level d4+8
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d20	Potions (lvl 11)
1-2	Potion of Orcish Steadfastness**
3-4	Minor Healing Potion**
5	Potion of Buoyancy**
6	*Potion of Sleep** or Tonic of Intemperance***
7	Potion of Giantism**
8	Potion of Water Breathing**
9	Climber's Draught*
10	*Potion of Ardor*
11	Potion of Fleet Feet*
12	Strength of Iron Brew*
13	Potion of Invisibility
14	Essence of Analgesia*
15	Potion of Duplicity or Potion of Mind Control*
16	Potion of Prescience
17	Potion of Indefatigable Dynamism
18	Healing Potion
20	Potion of Mental Domineering
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 11)
1-2	Wand of Illumination (69+d10p charges)
3	Wand of Water (80+d10p charges)
4	Wand of Mighty Weapons (50+d10p charges)
5	Wand of Projectiles (40+d10p charges)
6	Wand of Lightning (39+d10p charges)
7	Wand of Healing (45+d10p charges)
8	Wand of Fire & Flame (35+d10p charges)
9	Wand of Biting (35+d10p charges)
10	Wand of Summoning (30+d10 charges)

d24	Misc. Item (lvl 11)
1	Amar's Swift Sandals
2	Asaivalia's Vambraces
3	Bannon's Scissors
4	Crenlen's Cowl
5	Cyramore's Shawm of Allurement
6	Daltharr's Helm of Concentration
7	Elvish Boots
8	Elvish Cloak
9	Frock of Distraction
10	Ghanim's Ring of Hindsight
11	Gloves of Pilphering
12	Gorinimar's Ring of Berserk Strength
13	Horseshoes of Lissomeness
14	Libriam of Translation
15	Linens of Healing
16	Liniran's Mask
17	Medusa Headed Lantern of Sobeteta
18	Peasor's Greaves of Trollkin Control
19	Rastur's Woodland Boots
20	Robes of Storage
21	Rogvimel's Helm of Clear Thinking
22	Shalebeard's Knuckles of Steadfastness
23	Shandlemar's Necklace
24	Wythmore's Bit & Bridle of Restraint

d100	Level 12 Special Treasures
01	Buckler +2
02	Small Shield +2
03-05	Medium Shield +2
06-07	Large Shield +2
08	Body Shield +2
09-12	Ring Mail +3
13-16	Chain Mail +3
17-20	Banded Mail +2
21-29	Weapon +4 (random)
30	2d6 Arrows +4
31	2d6 Bolts +4
32-34	Silvered Weapon +3 (choose to suit PCs)
35-36	Dagger +4
37	Pray & Spray Crossbow
38	Malden's Bow
39	Bolt/Arrow of Severe Pain (d4p)
41-50	Misc Item
51-70	Potion
71-75	Miscellaneous Item (see below)
76-81	Divine Scroll: d4p spells each being of level d4+9
82-95	Arcane Scroll: d4p spells each being of level d4+9
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d24	Misc. Item (lvl 12)
1	Adurmak's Helm of Inscrutable Vision
2	Amar's Swift Sandals
3	Asaivalia's Vambraces
4	Bannon's Scissors
5	Cyramore's Shawm of Allurement
6	Daltharr's Helm of Concentration
7	Ebony Ball of Seeing
8	Elvish Boots
9	Elvish Cloak
10	Frock of Distraction
11	Ghanim's Ring of Hindsight
12	Horseshoes of Lissomeness
13	Libriam of Translation
14	Liniran's Mask
15	Medallion of Shielding
16	Medusa Headed Lantern of Sobeteta
17	Pamphlet of Dexterous Acceleration
18	Peasor's Greaves of Trollkin Control

d24	Misc. Item (lvl 12) *continued*
19	Rastur's Woodland Boots
20	Robes of Storage
21	Shalebeard's Knuckles of Steadfastness
22	Shandlemar's Necklace
23	The Veil of Mourning
24	Trained Scarab

d20	Potions (lvl 12)
1-2	Potion of Orcish Steadfastness**
3	Minor Healing Potion**
4	Potion of Buoyancy**
5	*Potion of Sleep** or Tonic of Intemperance***
6	Potion of Giantism**
7	Potion of Water Breathing**
8	Climber's Draught*
9	*Potion of Ardor*
10	Potion of Fleet Feet*
11	Strength of Iron Brew*
12	Potion of Invisibility
13	Essence of Analgesia*
14	Potion of Duplicity or Potion of Mind Control*
15	Potion of Prescience
16	Potion of Indefatigable Dynamism
17	Healing Potion
18	Potion of Speed
19	Potion of Mental Domineering
20	Potion of Unyielding Vigor
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 12)
1-2	Wand of Illumination (72+d10p charges)
3	Wand of Water (85+d10p charges)
4	Wand of Mighty Weapons (55+d10p charges)
5	Wand of Projectiles (45+d10p charges)
6	Wand of Lightning (41+d10p charges)
7	Wand of Healing (50+d10p charges)
8	Wand of Fire & Flame (40+d10p charges)
9	Wand of Biting (40+d10p charges)
10	Wand of Summoning (35+d10 charges)

d100	Level 13 Special Treasures
01	Buckler +2
02	Small Shield +2
03-05	Medium Shield +2
06-07	Large Shield +2
08	Body Shield +2
09-12	Plate Mail +2
13-16	Splint Mail +3
17-20	Scale Mail +4
21-29	Weapon +4 (choose to suit PCs)
30-32	Silvered Weapon +4 (choose to suit PCs)
33	2d6 Arrows +4 (25% all are silvered)
34	2d6 Bolts +4 (25% all are silvered)
35	Pray & Spray Crossbow
36	Malden's Bow
37	Bolt/Arrow of Severe Pain (d6p)
38	Heat Seeking Bolt/Arrow of Thunder (d4p)
39	Bolt/Arrow of Kismet (d4p)
40-50	Misc Item
51-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+10
82-95	Arcane Scroll: d4p spells each being of level d4+10
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d24	Misc. Item (lvl 13)
1	Adurmak's Helm of Inscrutable Vision
2	Amar's Swift Sandals
3	Asaivalia's Vambraces
4	Cyramore's Shawm of Allurement
5	Ebony Ball of Seeing
6	Elvish Boots
7	Elvish Cloak
8	Frock of Distraction
9	Ghanim's Ring of Hindsight
10	Hilu'A's Helm of Honor
11	Horseshoes of Lissomeness
12	Jishaja's Ball of Direction
13	Libriam of Translation
14	Liniran's Mask
15	Mandolin of Summoning
16	Medallion of Shielding
17	Medusa Headed Lantern of Sobeteta
18	Norgren's Key of Quick Escapes

d24	Misc. Item (lvl 13) *continued*
19	Pamphlet of Dexterous Acceleration
20	Rastur's Woodland Boots
21	Robes of Storage
22	Shandlemar's Necklace
23	The Veil of Mourning
24	Trained Scarab

d20	Potions (lvl 13)
1	Potion of Orcish Steadfastness**
2	Minor Healing Potion**
3	Potion of Buoyancy**
4	*Potion of Sleep** or Tonic of Intemperance***
5	Potion of Giantism**
6	Potion of Water Breathing**
7	Climber's Draught*
8	*Potion of Ardor*
9	Potion of Fleet Feet*
10	Strength of Iron Brew*
11	Potion of Invisibility
12	Essence of Analgesia*
13	Potion of Duplicity or Potion of Mind Control*
14	Potion of Prescience
15	Potion of Indefatigable Dynamism
16	Healing Potion
17	Potion of Speed
18	Potion of Mental Domineering
19	Potion of Unyielding Vigor
20	Soporific Potion
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 13)
1-2	Wand of Illumination (75+d10p charges)
3	Wand of Water (88+d10p charges)
4	Wand of Mighty Weapons (60+d10p charges)
5	Wand of Projectiles (50+d10p charges)
6	Wand of Lightning (43+d10p charges)
7	Wand of Healing (55+d10p charges)
8	Wand of Fire & Flame (47+d10p charges)
9	Wand of Biting (45+d10p charges)
10	Wand of Summoning (42+d10 charges)

d100	Level 14 Special Treasures
01	Buckler +2
02	Small Shield +2
03-05	Medium Shield +2
06-07	Large Shield +2
08	Body Shield +2
09-12	Ring Mail +4
13-16	Chain Mail +4
17-20	Banded Mail +3
21-22	Weapon +4 (choose to suit PCs)
23-31	Silvered Weapon +4 (choose to suit PCs)
32-33	Weapon +5 (random)
34	2d6 Arrows +4 (50% all are silvered)
35	2d6 Bolts +4 (50% all are silvered)
36	Pray & Spray Crossbow
37	Malden's Bow
38	Bolt/Arrow of Severe Pain (2d4p)
39	Heat Seeking Bolt/Arrow of Thunder (d6p)
40	Bolt/Arrow of Kismet (d6p)
41-50	Misc Item
51-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+11
82-95	Arcane Scroll: d4p spells each being of level d4+11
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d24	Misc. Item (lvl 14)
1	Adurmak's Helm of Inscrutable Vision
2	Amar's Swift Sandals
3	Asaivalia's Vambraces
4	Cyramore's Shawm of Allurement
5	Ebony Ball of Seeing
6	Elvish Boots
7	Elvish Cloak
8	Ghanim's Ring of Hindsight
9	Hilu'A's Helm of Honor
10	Horseshoes of Lissomeness
11	Jishaja's Ball of Direction
12	Jynko's Feather Cloak
13	Libriam of Translation
14	Mandolin of Summoning
15	Medallion of Shielding
16	Norgren's Key of Quick Escapes
17	Pamphlet of Dexterous Acceleration
18	Rastur's Woodland Boots

d24	Misc. Item (lvl 14) *continued*
19	Robes of Storage
20	Shandlemar's Necklace
21	Sipagar's Cape of Invulnerability
22	The Veil of Mourning
23	Trained Scarab
24	Mask of the Frightful Visage

d20	Potions (lvl 14)
1	Minor Healing Potion**
2	Potion of Buoyancy**
3	Potion of Sleep** *or* Tonic of Intemperance**
4	Potion of Giantism**
5	Potion of Water Breathing**
6	Climber's Draught*
7	*Potion of Ardor*
8	Potion of Fleet Feet*
9	Strength of Iron Brew*
10	Potion of Invisibility
11	Essence of Analgesia*
12	Potion of Duplicity *or* Potion of Mind Control*
13	Potion of Prescience
14	Potion of Indefatigable Dynamism
15	Healing Potion
16	Potion of Speed
17	Potion of Mental Domineering
18	Potion of Unyielding Vigor
19	Soporific Potion
20	Potion of Enhanced Invisibility
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 14)
1-2	Wand of Illumination 80+d10 charges
3	Wand of Water (92+d8 charges)
4	Wand of Mighty Weapons (65+d10p charges)
5	wand of Projectiles (55+d10p charges)
6	Wand of Lightning (45+d10p charges)
7	Wand of Healing (60+d10p charges)
8	Wand of Fire & Flame (54+d10p charges)
9	Wand of Biting (50+d10p charges)
10	Wand of Summoning (50+d10 charges)

d100	Level 15 Special Treasures
01	Buckler +3
02-04	Small Shield +3
05-06	Medium Shield +3
07	Large Shield +3
08	Boelain's Blocker
09-12	Scale Mail +5
13-16	Splint Mail +4
17-20	Plate Mail +3
21-24	Silvered Weapon +4 (choose to suit PCs)
25-31	Weapon +5 (random)
32	2d4 Arrows +5
33	2d4 Bolts +5
34	Pray & Spray Crossbow
35	Malden's Bow
36	Bolt/Arrow of Severe Pain (3d4p)
37	Heat Seeking Bolt/Arrow of Thunder (2d4p)
38	Bolt/Arrow of Kismet (2d4p)
39	Staff of the Terrifying Mage
40	Shyllas's Staff of Stunning
41-50	Misc Item
51-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+12
82-95	Arcane Scroll: d4p spells each being of level d4+12
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d10	Wands (lvl 15)
1-2	Wand of Illumination 83+d10 charges
3	Wand of Water (94+d6 charges)
4	Wand of Mighty Weapons (70+d10p charges)
5	Wand of Projectiles (60+d10p charges)
6	Wand of Lightning (47+d10p charges)
7	Wand of Healing (65+d10p charges)
8	Wand of Fire & Flame (60+d10p charges)
9	Wand of Biting (55+d10p charges)
10	Wand of Summoning (55+d10 charges)

d24	Misc. Item (lvl 15) *continued*
19	Pamphlet of Dexterous Acceleration
20	Rastur's Woodland Boots
21	Shandlemar's Necklace
22	Sipagar's Cape of Invulnerability
23	The Veil of Mourning
24	Trained Scarab

d20	Potions (lvl 15)
1	Potion of Buoyancy**
2	*Potion of Sleep** or Tonic of Intemperance***
3	Potion of Giantism**
4	Potion of Water Breathing**
5	Climber's Draught*
6	*Potion of Ardor*
7	Potion of Fleet Feet*
8	Strength of Iron Brew*
9	Potion of Invisibility
10	Essence of Analgesia*
11	Potion of Duplicity or Potion of Mind Control*
12	Potion of Prescience
13	Potion of Indefatigable Dynamism
14	Healing Potion
15	Potion of Speed
16	Potion of Mental Domineering
17	Potion of Unyielding Vigor
18	Soporific Potion
19	Potion of Breathlessness
20	Potion of Enhanced Invisibility
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d24	Misc. Item (lvl 15)
1	Adurmak's Helm of Inscrutable Vision
2	Asaivalia's Vambraces
3	Cyramore's Shawm of Allurement
4	Ebony Ball of Seeing
5	Elvish Cloak
6	Felana's Cape of Shadows
7	Gauntlets of Ogre's Brutish Brawn
8	Ghanim's Ring of Hindsight
9	Hilu'A's Helm of Honor
10	Horseshoes of Lissomeness
11	Jishaja's Ball of Direction
12	Jynko's Feather Cloak
13	Libriam of Translation
14	Lokkur's Thunderous Horm
15	Mandolin of Summoning
16	Mask of the Frightful Visage
17	Medallion of Shielding
18	Norgren's Key of Quick Escapes

d100	Level 16 Special Treasures
01	Buckler +3
02	Small Shield +3
03-04	Medium Shield +3
05-06	Large Shield +3
07	Body Shield +3
08	Boelain's Blocker
09-11	Chainmail +5
12-15	Banded Mail +4
16-19	Plate Mail +4
20	Mort Noir's Clandestine Studded Leather
21-23	Silvered Weapon +5 (random)
24-29	Weapon +5 (choose to suit PCs)
30	2d6 Arrows +5 (25% all are silvered)
31	2d6 Bolts +5 (25% all are silvered)
32	Malden's Bow
33	Bolt/Arrow of Severe Pain (3d4p)
34	Heat Seeking Bolt/Arrow of Thunder (3d4p)
35	Bolt/Arrow of Kismet (3d4p)
36	Staff of the Terrifying Mage
37	Shyllas's Staff of Stunning
38	Sabeleen's Short Sword of Quickness
39	Orc Masher
40	B'gel's Staff of Massive Whacks
41-50	Misc Item
51-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+13
82-95	Arcane Scroll: d4p spells each being of level d4+13
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d24	Misc. Item (lvl 16)
1	Adurmak's Helm of Inscrutable Vision
2	Bastionary Medallion
3	D'Ortha's Ruby Slippers
4	Ebony Ball of Seeing
5	Elvish Cloak
6	Felana's Cape of Shadows
7	Gauntlets of Ogre's Brutish Brawn
8	Hilu'A's Helm of Honor
9	Horseshoes of Lissomeness
10	Jishaja's Ball of Direction
11	Jynko's Feather Cloak
12	Lokkur's Thunderous Horm
13	Mandolin of Summoning
14	Mask of the Frightful Visage

d24	Misc. Item (lvl 16) *continued*
15	Medallion of Shielding
16	Minsel's Everful Wine Jug
17	Norgren's Key of Quick Escapes
18	Pamphlet of Dexterous Acceleration
19	Shandlemar's Necklace
20	Sipagar's Cape of Invulnerability
21	Spirit of Sorrow
22	The Veil of Mourning
23	Trained Scarab
24	Whenozh's Magic Carpet

d24	Potions (lvl 16)
1	Potion of Orcish Steadfastness**
2	Minor Healing Potion**
3	Potion of Buoyancy**
4	*Potion of Sleep** or Tonic of Intemperance***
5	Potion of Giantism**
6	Potion of Water Breathing**
7	Climber's Draught*
8	*Potion of Ardor*
9	Potion of Fleet Feet*
10	Strength of Iron Brew*
11	Potion of Invisibility
12	Essence of Analgesia*
13	Potion of Duplicity or Potion of Mind Control*
14	Potion of Prescience
15	Potion of Indefatigable Dynamism
16	Healing Potion
17	Potion of Speed
18	Potion of Mental Domineering
19	Potion of Unyielding Vigor
20	Soporific Potion
21	Potion of Breathlessness
22	Potion of Enhanced Invisibility
23	Venus Elixir
24	Potion of Hill Giantism
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 16)
1-2	Wand of Illumination 86+d10 charges
3	Wand of Water (100 charges)
4	Wand of Mighty Weapons (75+d10p charges)
5	Wand of Projectiles (65+d10p charges)
6	Wand of Lightning (50+d10p charges)
7	Wand of Healing (70+d10p charges)
8	Wand of Fire & Flame (70+d10p charges)
9	Wand of Biting (60+d10p charges)
10	Wand of Summoning (60+d10 charges)

d100	Level 17 Special Treasures
01	Buckler +3
02	Boelain's Blocker
03	Small Shield +3
04-05	Medium Shield +3
06-07	Large Shield +3
08	Body Shield +3
09-14	Banded Mail +5
15-20	Splint Mail +5
21-23	Weapon +5 (choose to suit PCs)
24-25	Silvered Weapon +5 (choose to suit PCs)
26	2d6 Arrows +5 (50% all are silvered)
27	2d6 Bolts +5 (50% all are silvered)
28	Malden's Bow
29	Bolt/Arrow of Severe Pain (3d4p)
30	Heat Seeking Bolt/Arrow of Thunder (3d4p)
31	Staff of the Terrifying Mage
32	Shyllas's Staff of Stunning
33	Sabeleen's Short Sword of Quickness
34	Orc Masher
35	B'gel's Staff of Massive Whacks
36	Spear of the Ages
37	Rathlemore
38	Furum's Leprechaun Blade
39	Forma's Staff of Rapid Whacks
40	Bogbek's Staff of Battle Dancing
51-70	Potion
71-75	Miscellaneous Item (see below)
76-81	Divine Scroll: d4p spells each being of level d4+14
82-95	Arcane Scroll: d4p spells each being of level d4+14
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d24	Misc. Item (lvl 17)
1	Adurmak's Helm of Inscrutable Vision
2	Bastionary Medallion
3	Brovled's Rings of Reciprocation
4	D'Ortha's Ruby Slippers
5	Ebony Ball of Seeing
6	Felana's Cape of Shadows
7	Gauntlets of Ogre's Brutish Brawn
8	Hatamar's Black Grimoire
9	Hilu'A's Helm of Honor
10	Jishaja's Ball of Direction
11	Jynko's Feather Cloak
12	Lokkur's Thunderous Horm
13	Mandolin of Summoning
14	Mask of the Frightful Visage
15	Medallion of Shielding
16	Minsel's Everful Wine Jug

d24	Misc. Item (lvl 17) *continued*
17	Mitrasa's Painting
18	Norgren's Key of Quick Escapes
19	Pamphlet of Dexterous Acceleration
20	Sipagar's Cape of Invulnerability
21	Spirit of Sorrow
22	The Veil of Mourning
23	Trained Scarab
24	Whenozh's Magic Carpet

d24	Potions (lvl 17)
1	Minor Healing Potion**
2	Potion of Buoyancy**
3	Potion of Sleep** *or* Tonic of Intemperance**
4	Potion of Giantism**
5	Potion of Water Breathing**
6	Climber's Draught*
7	Potion of Ardor
8	Potion of Fleet Feet*
9	Strength of Iron Brew*
10	Potion of Invisibility
11	Essence of Analgesia*
12	Potion of Duplicity *or* Potion of Mind Control*
13	Potion of Prescience
14	Potion of Indefatigable Dynamism
15	Healing Potion
16	Potion of Speed
17	Potion of Mental Domineering
18	Potion of Unyielding Vigor
19	Soporific Potion
20	Potion of Breathlessness
21	Potion of Enhanced Invisibility
22	Venus Elixir
23	Potion of Hill Giantism
24	Major Healing Potion
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 17)
1-2	Wand of Illumination 89+d10 charges
3	Wand of Water (100 charges)
4	Wand of Mighty Weapons (80+d10p charges)
5	Wand of Projectiles (70+d10p charges)
6	Wand of Lightning (60+d10p charges)
7	Wand of Healing (75+d10p charges)
8	Wand of Fire & Flame (80+d10p charges)
9	Wand of Biting (65+d10p charges)
10	Wand of Summoning (67+d10 charges)

d100	Level 18 Special Treasures
01	Buckler +3
02	Small Shield +3
03-06	Medium Shield +3
07	Large Shield +3
08	Body Shield +3
09-17	Plate Mail +5
18-19	Banded Mail +5
20	Mort Noir's Clandestine Studded Leather
21-24	Silvered Weapon +5 (choose to suit PCs)
25	Staff of the Terrifying Mage
26	Shyllas's Staff of Stunning
28	Sabeleen's Short Sword of Quickness
29	Orc Masher
30	B'gel's Staff of Massive Whacks
31	Spear of the Ages
32	Rathlemore
33	Furum's Leprechaun Blade
34	Forma's Staff of Rapid Whacks
35	Bogbek's Staff of Battle Dancing
36	Blood Scourge
37	Adajora's Dagger of Agony
38	Gakar's Beak
39	The Grey Gladius
40	Morning Star of Castigation
41-50	Misc Item
51-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+15
82-95	Arcane Scroll: d4p spells each being of level d4+15
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d30	Misc. Item (lvl 18)
1	Adurmak's Helm of Inscrutable Vision
2	Bastionary Medallion
3	Brovled's Rings of Reciprocation
4	D'Ortha's Ruby Slippers
5	Ebony Ball of Seeing
6	Elvish Cloak
7	Felana's Cape of Shadows
8	Gauntlets of Ogre's Brutish Brawn
9	Ghanim's Ring of Hindsight
10	Hatamar's Black Grimoire
11	Hilu'A's Helm of Honor
12	Horseshoes of Lissomeness
13	Jishaja's Ball of Direction
14	Jynko's Feather Cloak
15	Lemeta's Ring of Storing

d30	Misc. Item (lvl 18) *continued*
16	Lokkur's Thunderous Horm
17	Mandolin of Summoning
18	Mask of the Frightful Visage
19	Medallion of Shielding
20	Minsel's Everful Wine Jug
21	Mitrasa's Painting
22	Norgren's Key of Quick Escapes
23	Onsar's Great Girdle
24	Pamphlet of Dexterous Acceleration
25	Shandlemar's Necklace
26	Sipagar's Cape of Invulnerability
27	Spirit of Sorrow
28	The Veil of Mourning
29	Trained Scarab
30	Whenozh's Magic Carpet

d30	Potions (lvl 18)
1-2	Potion of Orcish Steadfastness**
3-5	Minor Healing Potion**
6	Potion of Buoyancy**
7	Potion of Sleep** *or* Tonic of Intemperance**
8	Potion of Giantism**
9	Potion of Water Breathing**
10	Climber's Draught*
11	Potion of Ardor
12	Potion of Fleet Feet*
13	Strength of Iron Brew*
14	Potion of Invisibility
15	Essence of Analgesia*
16	Potion of Duplicity *or* Potion of Mind Control*
17	Potion of Prescience
18	Potion of Indefatigable Dynamism
19-20	Healing Potion
21	Potion of Speed
22	Potion of Mental Domineering
23	Potion of Unyielding Vigor
24	Soporific Potion
25	Potion of Breathlessness
26	Potion of Enhanced Invisibility
27	Venus Elixir
28	Potion of Hill Giantism
29	Major Healing Potion
30	Potion of Hoar Frost Giantism
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 18)
1-3	Wand of Illumination 92+d8 charges
4	Wand of Mighty Weapons (85+d10p charges)
5	Wand of Projectiles (75+d10p charges)
6	Wand of Lightning (70+d10p charges)
7	Wand of Healing (80+d10p charges)
8	Wand of Fire & Flame (85+d10p charges)
9	Wand of Biting (70+d10p charges)
10	Wand of Summoning (75+d10 charges)

d100	Level 19 Special Treasures
01	Buckler +3
02	Small Shield +3
03-04	Medium Shield +3
05-06	Large Shield +3
07-08	Body Shield +3
09-10	Silverscales
11-19	Plate Mail +5
20	Mort Noir's Clandestine Studded Leather
21-24	Silvered Weapon +5 (choose to suit PCs)
25	Sabeleen's Short Sword of Quickness
26	Orc Masher
27	B'gel's Staff of Massive Whacks
28	Spear of the Ages
29	Rathlemore
30	Furum's Leprechaun Blade
31	Forma's Staff of Rapid Whacks
32	Bogbek's Staff of Battle Dancing
33	Froljar's Shield of Stoutness
34	Blood Scourge
35	Adajora's Dagger of Agony
36	Gakar's Beak
37	The Grey Gladius
38	Morning Star of Castigation
39	Kargi Mourn
40	Frost Reaver
41-55	Miscellaneous Item (see below)
56-75	Potion
76-81	Divine Scroll: d4p spells each being of level d4+16
82-95	Arcane Scroll: d4p spells each being of level d4+16
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d24	Misc. Item (lvl 19)
1	Adurmak's Helm of Inscrutable Vision
2	Bastionary Medallion
3	Brovled's Rings of Reciprocation
4	Cloak of the Caregiver
5	D'Ortha's Ruby Slippers
6	Felena's Cape of Shadow Weaving
7	Gauntlets of Ogre's Brutish Brawn
8	Hatamar's Black Grimoire
9	Hilu'A's Helm of Honor
10	Jishaja's Ball of Direction
11	Jynko's Feather Cloak
12	Lemeta's Ring of Storing
13	Lokkur's Thunderous Horm
14	Mandolin of Summoning
15	Mask of the Frightful Visage
16	Minsel's Everful Wine Jug
17	Mitrasa's Painting
18	Norgren's Key of Quick Escapes
19	Onsar's Great Girdle
20	Sipagar's Cape of Invulnerability
21	Spirit of Sorrow
22	The Veil of Mourning
23	Vestments of Exaltation
24	Whenozh's Magic Carpet

d30	Potions (lvl 19)
1-2	Potion of Orcish Steadfastness**
2-5	Minor Healing Potion**
6	Potion of Buoyancy**
7	Potion of Sleep** *or* Tonic of Intemperance**
8	Potion of Giantism**
9	Potion of Water Breathing**
10	Climber's Draught*
11	Potion of Ardor
12	Potion of Fleet Feet*
13	Strength of Iron Brew*
14	Potion of Invisibility
15	Essence of Analgesia*
16	Potion of Duplicity *or* Potion of Mind Control*
17	Potion of Prescience
18	Potion of Indefatigable Dynamism
19-20	Healing Potion
21	Potion of Speed
22	Potion of Mental Domineering
23	Potion of Unyielding Vigor
24	Soporific Potion
25	Potion of Breathlessness
26	Potion of Enhanced Invisibility

d30	Potions (lvl 19)
27	Venus Elixir
28	Potion of Hill Giantism
29	Major Healing Potion
30	Potion of Hoar Frost Giantism
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

d10	Wands (lvl 19)
1-2	Wand of Illumination 95+d4 charges
3	Wand of Mighty Weapons (90+d10p charges)
4	Wand of Projectiles (80+d10p charges)
5	Wand of Lightning (80+d10p charges)
6	Wand of Healing (85+d10p charges)
7	Wand of Fire & Flame (90+d10 charges)
8	Wand of Biting (75+d10p charges)
9	Wand of Summoning (80+d10 charges)
10	Wand of Volcanic Fire (12+d8p charges)

d100	Level 20 Special Treasures
01	Peasor's Moon Shield *or* Farrik's Indestructible Shield
02	Froljar's Shield of Stoutness
03	Buckler +4
04	Small Shield +4
05-07	Medium Shield +4
08	Large Shield +4
09	Ceozaar's Enduring Plate Mail
10	Silverscales
11-20	Plate Mail +5
21-25	Silvered Weapon +5 (choose to suit PCs)
26	Furum's Leprechaun Blade
27	Forma's Staff of Rapid Whacks
28	Bogbek's Staff of Battle Dancing
29	Blood Scourge
30	Adajora's Dagger of Agony
31	Gakar's Beak
32	The Grey Gladius
33	Morning Star of Castigation
34	Kargi Mourn
35	Frost Reaver
36	The Argentine Mace
37	Bleeder
38	Duelist's Defender
39	Troll Slapper
40	Viljar's Hammer
41-50	Misc Item
51-75	Potion

d100	Level 20 Special Treasures *continued*
76-81	Divine Scroll: d4p spells each being of level d4+16
82-95	Arcane Scroll: d4p spells each being of level d4+16
96-00	Wand
	** randomly determine size per Armor Size Chart (p. 228)*

d20	Misc. Item (lvl 20)
1-2	Bastionary Medallion
3	Brovled's Rings of Reciprocation
4	Cloak of the Caregiver
5	D'Ortha's Ruby Slippers
6	Felena's Cape of Shadow Weaving
7	Gauntlets of Ogre's Brutish Brawn
8	Hatamar's Black Grimoire
9	Hilu'A's Helm of Honor
10	Jynko's Feather Cloak
11	Lemeta's Ring of Storing
12	Lokkur's Thunderous Horm
13	Mask of the Frightful Visage
14	Minsel's Everful Wine Jug
15	Mitrasa's Painting
16	Onsar's Great Girdle
17	Sipagar's Cape of Invulnerability
18	Spirit of Sorrow
19	Vestments of Exaltation
20	Whenozh's Magic Carpet

d10	Wands (lvl 20)
1-2	Wand of Illumination (100 charges)
3	Wand of Mighty Weapons (94+d6 charges)
4	wand of Projectiles (85+d10p charges)
5	Wand of Lightning (90+d10p charges)
6	Wand of Healing (90+d10p charges)
7	Wand of Fire & Flame (80+d10p charges)
8	Wand of Biting (80+d10p charges)
9	Wand of Summoning (85+d10 charges)
10	Wand of Volcanic Fire (17+d8p charges)

d30	Potions (lvl 20)
1-2	Potion of Orcish Steadfastness**
2-5	Minor Healing Potion**
6	Potion of Buoyancy**
7	Potion of Sleep** *or* Tonic of Intemperance**
8	Potion of Giantism**
9	Potion of Water Breathing**
10	Climber's Draught*
11	Potion of Ardor
12	Potion of Fleet Feet*
13	Strength of Iron Brew*
14	Potion of Invisibility
15	Essence of Analgesia*
16	Potion of Duplicity *or* Potion of Mind Control*
17	Potion of Prescience
18	Potion of Indefatigable Dynamism
19-20	Healing Potion
21	Potion of Speed
22	Potion of Mental Domineering
23	Potion of Unyielding Vigor
24	Soporific Potion
25	Potion of Breathlessness
26	Potion of Enhanced Invisibility
27	Venus Elixir
28	Potion of Hill Giantism
29	Major Healing Potion
30	Potion of Hoar Frost Giantism
*	*for this **initial** result, roll again for 2nd potion found*
**	*freebie - add to treasure & roll again on any such result*

Randomly Determined Armor Sizes	
Roll (d%)	**Armor Size**
01-10	Dwarf
11-20	Elf
21-23	Gnome
24-28	Gnome Titan
29-31	Grel
32-36	Half-Elf
37-46	Half-Hobgoblin
47-51	Half-Orc
52-54	Halfling
55-00	Human

Random Weapon Determination	
Weapon	**d1000**
Axe, battle	001 – 042
Axe, hand	043 – 057
Club	058 – 063
Dagger	064 – 117
Flail	118 – 148
Knife	149 – 171
Lance	172 – 179
Mace	180 – 218
Morning Star	219 – 233
Pick, Military	234 – 245
Pole Arm, Bardiche	246 – 262
Pole Arm, Bec de Corbin	263 – 268
Pole Arm, Bill-Guisarme	269 – 273
Pole Arm, Fauchard	274 – 275
Pole Arm, Fauchard-Fork	276 – 277
Pole Arm, Fork, Military	278
Pole Arm, Glaive	279 – 297
Pole Arm, Glaive-Guisarme	298 – 309
Pole Arm, Guisarme	310 – 311
Pole Arm, Guisarme-Voulge	312 – 315
Pole Arm, Halberd	316 – 334
Pole Arm, Partisan	335 – 340
Pole Arm, Pike	341 – 347
Pole Arm, Ranseur	348
Pole Arm, Short Spear	349 – 371
Pole Arm, Spear	372 – 410
Pole Arm, Spetum	411 – 425
Pole Arm, Trident	426 – 433
Pole Arm, Voulge	434 – 452
Scourge	453 – 467
Scythe	468 – 473
Staff	474 – 512
Sword, Broadsword	513 – 554
Sword, Great Sword	555 – 585
Sword, Longsword	586 – 641
Sword, Sabre	642 – 663
Sword, Scimitar	664 – 686
Sword, Short Sword	687 – 725
Sword, Two-Handed	726 – 740
Warhammer	741 – 779
Warhammer, Great	780 – 791
Axe, Throwing	792 – 806
Crossbow, heavy	807 – 821
Crossbow, light	822 – 860
Javelin	861 – 905
Knife, Throwing	906 – 920
Longbow	921 – 943
Shortbow	944 – 982
Sling	983 – 000

Non-Monetary Treasures

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The Adventure Design chapter provides mathematical formulae for designing a scenario for your players and populating it with level-appropriate adversaries, suitable traps and stocking it with a selection of special items and a defined amount of treasure.

Ideally, said treasure will consist of a variety of valuable objects rather than a lone sack containing said amount of silver coins held by the principal antagonist. This goal may be difficult to achieve in practice owing to the daunting challenge of having to make up a number of unique items.

To alleviate this burden, we have provided you with a dice driven means of generating individualized treasures to place in your scenarios. The tables are weighted to afford opportunities to all of the subcategories of the Appraisal skill rather than narrowly focusing on one or two that typically predominate such lists.

These lists are meant to serve as inspiration. Tweak or customize any results to suit your tastes.

Note that this catalog of items is neither encyclopedic nor does it suggest monetary values for most items. A catalog featuring a broad selection of treasures with precisely assigned monetary values broken out into neatly defined intervals would run a hundred pages or likely far more. Such an endeavor is beyond the scope of this work. Rather than viewing this as a necessary shortcoming, consider it an opportunity. It is within your purview as GM to assign whatever value to an object that you deem necessary.

Let's return to the Lizard Man adventure we created in Chapter 10. That scenario called for 600 sp in treasure. Since it would be lame to simply scatter 600 silver coins throughout the lair, we will use the methodology in this chapter to create some unique items of value.

Since we will be assigning monetary values as we see fit, we don't have to go though this process iteratively until we reach a desired value of treasure. In fact, it's best to roll more items than you think you'll need and discard those that don't seem thematically appropriate.

After making five rolls, I have generated the following treasures:

- Provisions
- A shield depicting a black hawk on a yellow background
- Livestock
- Clothing: auroch leather hawking glove plated with reflective white gold
- Herbs & Spices: Vanilla

This list has prompted me to think that falconry is somehow important to the tribe. This is not the postulated intent of rolling treasures, but it certainly has inspired me to consider some different options for the tribe that I never would have considered otherwise. Clearly the livestock entry *has* to be a trained falcon. Upon learning that this bird is worth 800 sp, it clearly cannot be a treasure since my budget is 600. However, it's such a cool idea that I decide to place one in the lair anyways and denude it as a treasure item by flatly ruling that it only responds to lizardmen. I'll go back later and work out the details.

Looking over the provisions list, oysters strikes my eye. That seems like something lizardmen might like. I therefore add a hundred pounds of oysters to their larder (5 sp). This is not a lot of value but it has, again, provided some character to the tribe.

Vanilla turns out to be quite expensive so I opt to give them a quarter pound of the stuff (75 sp). This leads me to think that perhaps vanilla oyster stew is a special dish of theirs. This might be useful for flavor text and is another quirky aspect that I can play on.

I decide to make the hawking glove worth 60 sp. There is no real reason for doing so other than I don't want to overload any particular item. 10% of the total just seems right.

Admittedly I've only generated 140 sp of treasure. But in doing so I've gotten a lot of useful ideas and my lizardmen definitely have some character.

I decide to make an additional four rolls. The process has been pretty inspiring so far and I'm having a good time. After rolling again I get:

- Sculpture: glaring eye
- Monster trophy
- (2) Object d'art: Fhokki warrior chess set & glass and silver dragonfly wing filigree

The monster trophy draws my attention first. Looking over the list I decide that a basilisk frill seems appropriate. Since I have several other art pieces, I decide to lowball it and make it worth 100 sp. Clearly some backstory about the chieftan killing the creature is in order. I make a note to have it on his throne.

The Fhokki warrior chess set is a little odd. But let's think about it. Maybe the lizardman mage was tutored in magic by a Fhokki outcast mage that was driven from his northern home and, friendless, decided to mentor this guy. When he died, he left his favorite item to his student. OK, more backstory. I decide that the set is actually carved wood as that seems most appropriate if it was made in the far north. Mmmm… 40 sp seems fine.

Table 12.1: Valuable Items (d1000)

Armor & Weaponry	
001 - 068	Arms cache
069 - 148	*Arme de vertu (Table 12.2)*
149 - 189	*Bouclier de vertu (Table 12.3)*
Artwork	
190 - 214	Painting *(see Table 12.4 for subject matter)*
215 - 261	Sculpture *(see Table 12.5 for subject matter)*
262 - 340	Objet d'art *(see Table 12.6 for subject matter)*
Books, Maps & Documents	
341 - 370	Book *(see Table 12.7 for sample titles)*
371 - 376	Map or Document
377 - 378	Scribe Materials
Furs & Pelts	
379 - 492	Furs 'n Pelts
493 - 520	Monster trophy
Gems & Jewelry	
521 - 573	Jewelry *(see Table 12.8 for sample objects)*
574 - 710	Gemstones *(see Table 12.9 for selection)*
Livestock	
711 - 762	Livestock
763 - 766	Tack & harness
Spices & Perfumes	
767 - 835	Herbs & Spices *(see Table 12.10 for selection)*
836 - 861	Perfume *(see Table 12.11 for selection)*
Sundries	
862 - 882	Provisions *(see Table 12.12 for selection)*
883 - 885	Tools
886 - 892	Furniture
893 - 902	Drinking Vessels *(see Table 12.13 for selection)*
903 - 907	Utensils & Servingware
908 - 912	Toys and Games *(see Table 12.14 for selection)*
913 - 922	Transport
Textiles	
923 - 953	Clothing *(see Table 12.15 for selection)*
954 - 973	Cloth
974 - 000	Tapestries *(see Table 12.4 for subject matter)*

The glass and silver filigree dragonfly wings feels appropriate for swamp dwellers. It also sounds expensive. I decide it's worth 150 sp. Thinking some more, it would be pretty cool it were hanging from the

Table 12.2: Decorated Weapons [*arme de vertu*] (d100)					
01 - 06		Pommel inset with a precious stone	38 - 39	1 - 2	Lance—Ebony wood handle topped with a silvered head
07 - 09		Head/Blade decorated with twining golden filigree		3 - 4	Lance— Shaft decorated in wind imagery, head resembles a zephyr
10 - 12		Weapon is silvered		5 - 6	Lance— Decorated with plumage of jungle birds, tip resembles an eagle's head
13 - 13		Blade/Warhead wrapped in gold foil		7 - 8	Lance— Head resembles forked, demonic tongue
14 - 15		Head/Blade is darkened with weapon black		9 - 0	Lance— Gold foil head resembles a stinging wasp
16 - 16		Haft/Handle is made from ebony	40 - 43	1	Mace-- Head shaped like a snarling ape
17 - 17		Haft/Handle is made from rosewood		2	Mace-- Head shaped like a clenched fist
18 - 18		Haft/Handle is made from teak		3	Mace-- Head shaped like a blazing sun
19 - 24	1	Axe, Battle—Haft resembles a bear claw		4	Mace-- Head shaped like an ox head
	2	Axe, Battle—Handle wrapped with manticore hide grips		5	Mace-- Head shaped like a grinning skull with green jasper eyes
	3	Axe, Battle—Blade is tempered to appear deep blue		6	Mace— Head shaped like a dodecahedron
	4	Axe, Battle—Haft inlaid with curling, skeletal hands		7	Mace— Head shaped like a scorpion's sting
	5	Axe, Battle—Axe is capped with an onyx skull		8	Mace— Head shaped like an eagle spreading its wings
	6	Axe, Battle—Blade etched with complex geometric patterns		9	Mace— Head shaped like a full moon
	7	Axe, Battle—Blade inscribed with runic poetry		0	Mace-- Head is flanged
	8	Axe, Battle—Axe head has a built-in pipe	44 - 46	1 - 2	Morning Star—Head shaped like a jawless skull, pin cushioned with black nails
	9	Axe, Battle—Sides of the axe head depict grotesque snarling faces		3 - 4	Morning Star—Entire weapon jet black, head inset with a large eye-like gem
	0	Axe, Battle—Entire axe carved and worked to resemble giant insect claw		5 - 6	Morning Star—Silver head shaped like a many pronged star
25	1	Axe, Hand-- Blade's edge etched with swarming termites		7 - 8	Morning Star—Head resembles a curled hedgehog, silvered
	2	Axe, Hand—Haft is curved and etched with scale pattern		9 - 0	Morning Star—Head shaped to resemble a spherical unit of pikemen, pikes out
	3	Axe, Hand—Haft is carved from a troll bone	47 - 49	1 - 2	Pick, Military—Head shaped to resemble a terror bird beak
	4	Axe, Hand—Head is etched with leaping wolves		3 - 4	Pick, Military—Silvered head resembles a gauntlet grasping a cruel knife
26	1 - 2	Club—looks like a nobleman's walking stick		5 - 6	Pick, Military—Head resembles a lightning bolt arcing from a black storm cloud
	3 - 4	Club— knotted head resembles a beehive		7 - 8	Pick, Military—Handle resembles a twisting narwhal horn, head a curved tooth
	5 - 6	Club—briarwood head covered in tiny thorns		9 - 0	Pick, Military—Handle resembles a black tower, the head its flying standard
	7 - 8	Club—carved from a hill giant bone	50	1	Bardiche—Blade is toothed, etched to appear like a dragon's mouth
	9 - 0	Club— inlaid with silver studs		2	Bardiche—Blade looks like a spined lizard, clinging to the handle
27 - 30	1	Dagger—Curving, snakelike yellow blade		3	Bardiche—Pale blue blade resembles the crescent moon
	2	Dagger—Black hilt inset with shining bloodstones	51	1	Bec de Corbin—Hammer side has a runic stamp ("foe")
	3	Dagger—made from the sharpened tooth of smilodon		2	Bec de Corbin—Head shaped like three warriors wielding different weapons, back-to-back
	4	Dagger—Pommel is a gold-dipped raven skull		3	Bec de Corbin—Gold foil head etched with twining dragons
	5 - 6	Dagger—Runic inscription runs down the blade	52	1	Bill-Guisarme—Reddish blade shaped like a thorny rose
	7	Dagger—Hilt resembles a thin spider. Blade emerges from its mouth		2	Bill-Guisarme—Head shaped like a cresting wave
	8	Dagger-- Blade is shaped like falling lightning		3	Bill-Guisarme—Head shaped like a perching vulture with glaring onyx eyes
	9	Dagger—copper-colored blade shaped like a narrow leaf	53	1	Fauchard-- Blade is shaped like the curved neck of a heron
	10	Dagger—shining blade shaped like a leaping flame		2	Fauchard—Blade is shaped like the curved neck of a dragon
	11	Dagger—blade resembles a gigantic wasp sting		3	Fauchard—Blade is shaped like the clawed hand & arm of a hag
	12	Dagger—Hilt is made of twining silver vines	54	1	Fauchard-Fork—Points on the blade resemble thorns on a bramble
31 - 35	1	Flail—Head is shaped like a spiny sear urchin		2	Fauchard-Fork—Blade is etched with scorpions, their tails the points
	2	Flail—Skull-like head is hollow, whistles when it is swung		3	Fauchard-Fork—Blade is covered in gold foil and its base is ringed with red tassels
	3	Flail—Handle is wrapped with pale demon's flesh	55	1	Fork, Military —Head resembles the horn of a weeping demon
	4	Flail—Head looks like a ball of fire		2	Fork, Military —Tines are wavy, shaped like black smoke coming off a roaring bonfire
	5	Flail—Head looks like a blazing sun with a placid face		3	Fork, Military —Silvered tines curve outward like the tails of two comets
	6	Flail—Head is studded with fire opals	56 - 57	1	Glaive—Base of the blade resembles an open manticore's maw
36 - 37	1 - 2	Knife—Black, triangular blade etched with gold runes		2	Glaive—Base of the blade inset with golden filigree depicting sunburst motifs
	3 - 4	Knife—Hilt and blade shaped to resemble shards of silver ice		3	Glaive—Blade is etched with predatory animals, prowling in a dense jungle
	5 - 6	Knife—A small golden bell dangles from the handle on a silver chain	58 - 59	1	Glaive-Guisarme—Green-tempered blade resembles waves crashing on rocks
	7 - 8	Knife—Hilt shaped like a sneering rat, tail forms the blade's fuller		2	Glaive-Guisarme—Blade is etched with a pouncing lion, claw outstretched
	9 - 0	Knife—Hilt made from bright coral, grip wrapped in merman scales		3	Glaive-Guisarme—Silvered blade etched with intertwining knot designs

Table 12.2: Decorated Weapons [*arme de vertu*] (d100) *continued*		
60 - 61	1	Guisarme-Voluge—Runic inscriptions are etched into the blade using tourmaline
	2	Guisarme-Voluge—Blade inlaid with the image of a galloping, riderless horse
	3	Guisarme-Voluge—Blade shaped like the grinning face of a dragon
	4	Guisarme-Voluge—Blade is inset with red corundum in a faux bloodstain
62 - 63	1	Halberd—Head resembles the heads of a chimera: snake spear point, eagle beak hook, and lion's maw axe blade
	2	Halberd—Inscription on the head is prayer for good luck, inlaid in silver
	3	Halberd—Gold skull with crown in the center of the head, spear point comes out the crown, blade out of the mouth, and hook out the back
64	1	Partisan—Head shaped like a jetting squid with coiled tentacles
	2	Partisan—Head shaped like three bladed leave, green tempered metal
	3	Partisan—Branching points at the base resemble the outstretched wings of a bat, metal is blackened
65		Pike—Head resembles a twisting conch shell
66		Ranseur—Head resembles a flame issuing from a brazier
67		Short Spear—Head is silvered and serrated
68		Spear—Elongated head resembles a wyvern head
69		Spetum—Head is gilt with burnished gold and set with blue citrines
70		Trident—Head has a coral and kelp motif
71		Voluge—Filigreed blade etched with eyes peering out from coiling brambles
72		Scourge—Thongs tipped with cruel talons
73		Scythe—Small skeletons perching on each other's shoulders grip this weapons curved blade
74		Staff—topped with an open eye made from brass and garnet
75 - 76		Sword, Broadsword—A whitish blade emerges from a hilt wrapped in yeti hide
77 - 78		Sword, Greatsword—heavy blade is wavy and inlaid with patterns of leaping flame
79 - 84	1	Longsword—Ivory grip carved in the shape of a biting eel
	2	Longsword— Onyx grip and pommel in the shapes of coiling centipedes
	3	Longsword—Pommel shaped like a snarling ghoul
	4	Longsword—Pommel has an owl face with amber eyes
	5	Longsword—Hilt emblazoned with silver dwarf runes
	6	Longsword—Blade is a deep green, inlaid with images of snakes
	7	Longsword—Hilt resembles ebony tree branches
	8	Longsword— Pommel set with four citrines
	9	Longsword— Cross guard like the horns of a bull
	0	Longsword—Pommel shaped like a blazing sun
85		Sword, Sabre—Curved silver blade etched with charging horsemen
86		Sword, Scimitar—Golden hilt is wrapped with giant lizard scales, blade is highly plished
87 - 88		Sword, Short Sword—Bronze-colored blade inlaid with gold filigree depicting darting foxes
89		Sword, Two-Handed-- Wide blade etched with coiling dragons
90 - 91		Warhammer—Raised icons of a black anvil are on either side of this hammer's head
92		Warhammer, Great—The cobalt colored head of this warhammer has a stamp on it in the shape of a mist shrouded mountain
93		Axe, Throwing—Haft is capped with silver filigree depicting rushing rivers
94		Crossbow, Heavy—Bolts emerge from the golden mouth of a grotesque frowning gargoyle
95		Crossbow, Light—Limbs plated in silver bands etched with scenes of autumn
96		Javelin—Carved with images of falling lightning bolts
97		Knife, throwing—Blackened blades etched with biting flies
98		Longbow—Elven runic script runs up and down the limbs inlaid in silver
99		Shortbow—Images of towering trees in full bloom line the limbs
00		Sling—Made from hydra leather

ceiling with torchlight reflecting off its wings. Might even serve as a misdirect that could tempt someone to attack and destroy it. Yea, it's going on the ceiling in the main hall.

The last item is the statuette of a glaring eye. What to do… All of a sudden I catch a glance at my Hacklopedia. That's it! It's the eye from the cover rendered in 3D. I go back and see where I am on treasure before assigning a value. I'm at 430 so I'll just make it worth 70 sp to even out at 500. The remaining 100 sp will be dispersed as coins.

Epilogue: With several rolls and a little creative thinking, I now have a bunch of unique treasure to stock my lair with. More importantly, the process inspired me to develop a lot of interesting details for the monsters. My little dungeon has definitely benefitted from this system.

Item Details

Arms Cache: This is a collection of standard quality arms, armor & shields. Ideally such a cache should offer tangible benefits other than mere resale value as it can be a replenishment source to replace broken shields, restock ammunition or to equip allied NPCs.

Arme/Bouclier de vertu: These are weapons and shields that have been aesthetically enhanced making them a distinctive and valuable art object on their own. This ornamentation, which could consist of gilding, filigree, pommel stones, engraving, et cetera is meant to be a tangible display of the wealth (and thus inferentially power) of the wielder of the object in question.

Such items are not museum pieces as they are meant to be used to full deadly effect. Quality (i.e. +1 to +5) items are often so adorned making them both a special item and a treasure simultaneously.

If you choose to augment a quality item, be careful not to assign too great a value to the decoration, as the value of this treasure is inaccessible until the underlying quality item is sold. You don't want to force players to part with their hard won and best sword just to pay the rent.

Paintings: Visual media is rare in the pre-photographic era and recognizable as, if nothing else, a curiosity worth retaining. Those inclined to destroy artwork out of sheer contempt for anything of aesthetic value are probably similarly motivated to melt down jewelry and other art objects for their value as bullion. Bear this in mind if you object to 'monsters' possessing effete items of value.

Paintings have a distinct advantage, from a looter's perspective, in that they are portable. Other visual media, such as wall murals or bas-reliefs, have little independent value owing to their fixed emplacement.

Table 12.3: Shield Ornamentation [*bouclier de vertu*] (d100)			
01 - 02	Shield ornamentation: Silver-leaf Boss Shaped like Grinning Demon	51 - 52	Shield ornamentation: Silver Boss resembles a full moon
03 - 04	Shield ornamentation: Gold-Leaf boss shaped like a burning sun	53 - 54	Shield ornamentation: Bronze Boss resembles a swooping bat
05 - 06	Shield ornamentation: Shield is girded with silver	55 - 56	Shield ornamentation: Brass girding shaped like a king's crown
07 - 08	Shield ornamentation: Shield is inset with five jet stones	57 - 58	Shield ornamentation: Silver boss resembles a grinning skull with emerald eyes
09 - 10	Shield ornamentation: Shield boss is an brass turtle shell design	59 - 60	Shield depicts: A demon sticking out its tongue
11 - 12	Shield ornamentation: Shield is girded with silver rats biting each others' tails	61 - 62	Shield depicts: A charging bull auroch
13 - 14	Shield ornamentation: Bronze details make the shield resemble a rib cage	63 - 64	Shield depicts: A black stag beetle
15 - 16	Shield ornamentation: Bronze boss shaped like a ram's head	65 - 66	Shield depicts: An albino bat on a black background
17 - 18	Shield ornamentation: Bronze Boss has a starburst design	67 - 68	Shield depicts: An anthropomorphic Golden Sun with a Placid Expression
19 - 20	Shield ornamentation: Gold boss has a twisting knot design	69 - 70	Shield depicts: A Blue Lobster aggressively displaying its claws
21 - 22	Shield ornamentation: Silver Boss resembles a open eye	71 - 72	Shield depicts: A Lightning bolt from a Storm Cloud
23 - 24	Shield ornamentation: Silver Boss resembles a grotesque face	73 - 74	Shield depicts: A Stag with wide antlers
25 - 26	Shield ornamentation: Boss resembles a smiling medusa	75 - 76	Shield depicts: A Golden Bear Rampart on a black background
27 - 28	Shield ornamentation: Boss is emblazoned with Dwarven curses	77 - 78	Shield depicts: A Blood Red Shark
29 - 30	Shield ornamentation: Black Shield ringed with chunks of yellow amber	79 - 80	Shield depicts: A Snarling Dog
31 - 32	Shield ornamentation: Brass girding resembles coiling snakes	81 - 82	Shield depicts: A Skull Wreathed in Flames
33 - 34	Shield ornamentation: Bronze girding resembles twining centipedes	83 - 84	Shield depicts: A Yellow Background with a Black Hawk
35 - 36	Shield ornamentation: Brass girding reaches inwards like skeletal hands	85 - 86	Shield depicts: A Screeching Medusa's Head
37 - 38	Shield ornamentation: Gold girding resembles roiling waves	87 - 88	Shield depicts: An Open Eye
39 - 40	Shield ornamentation: Bronze boss resembles a curled fist	89 - 90	Shield depicts: Two Crossed Axes
41 - 42	Shield ornamentation: Golden Boss resembles a roaring lion	91 - 92	Shield depicts: A Looming Mountain Peak
43 - 44	Shield ornamentation: Entire shield covered in gold-leaf	93 - 94	Shield depicts: A Goblin Skull and Several Sets of Tally Marks
45 - 46	Shield ornamentation: Coiling gold dragon encircles the shield's face	95 - 96	Shield depicts: A Red Eyed Fly
47 - 48	Shield ornamentation: Silver boss resembles an hourglass	97 - 98	Shield depicts: A Bright, Five Pointed Star
49 - 50	Shield ornamentation: Gold Boss resembles an eagle with outstretched wings	99 - 00	Shield depicts: A Ship with Billowing Sails

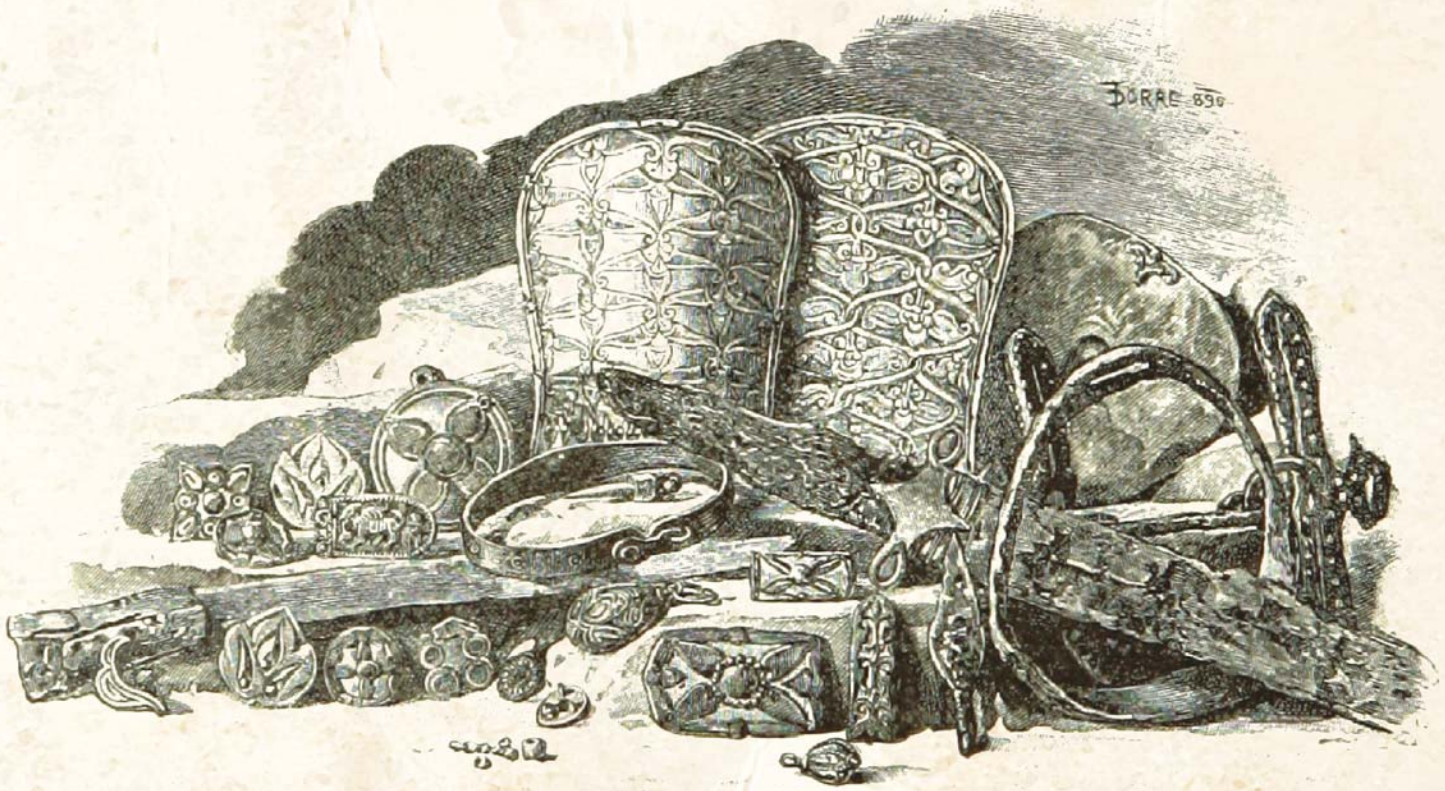

Table 12.4: Visual Subject Matter (d100)			
01	A Bearded Philosopher in Deep Thought	51	Disturbing Painting of Eyes Staring out from behind Cattails
02	A Beautiful Svimozhish Lady surrounded by Tropical Birds	52	Fhokki Tribesmen Burn their Chief's Longship
03	A Cityscape of an Artisan's Quarter as Viewed from the Artist's balcony	53	Fireflies in a Field at Night
04	A Congress of White Owls Stare down from a Barn's Rafters	54	Frogs Languishing on a Lilly
05	A Crumbling Windmill Casting a Long Shadow at Dusk	55	Gnomish Tunnelscape of a Badger's Den
06	A Dance at Court with Musicians	56	Gnomish Tunnelscape of a Mole Eating Roots
07	A Dark-haired Nobleman Poses Confidently with a Fat Pork Loin	57	Gnomish Tunnelscape of an Ant Colony
08	A Drunken Jester at Sport	58	Grostesque of an Adventurer being Rent Asunder by a Gigantic Beetle
09	A Dwarven Woman Displays Her Beautiful, Black Beard on a Velvet Pillow	59	Grotesque of a Madman's Twitching Face
10	A Fhokki Woman Standing Over a Slain Ogre	60	Grotesque of a Screaming, Toothless Old Woman
11	A Giant Striding over a Mountainside	61	Grotesque of a Smirking Plague Victim
12	A Golden Tiger Prowls Through Bamboo	62	Grotesque of a Spider Spinning up a Fly in its Web
13	A Grand Potentate with his Seven Frowning Brides	63	Grotesque of an Orcish Cook Preparing a Putrid meal
14	A Grimacing Guardsman with an Eye patch	64	Grotesque of Hyenas Ripping Apart a Wildebeest
15	A Grotesque of a Crippled Hobgoblin Beggar	65	Jesters Chase a Greased Sow to a Crowd's Delight
16	A Herald with an Incredulous Smile Reads from a Scroll	66	Knights Jout as their Audience Cheers
17	A Heron with a Silver Fish in its Beak	67	Ladies Playing Croquet in a Courtyard
18	A Huntsman Shoots and Misses a Pheasant in Mid Flight	68	Landscape of a Prosperous Apple Orchard in Autumn
19	A Huntsman Spears a Wild Boar	69	Landscape of Peasants Playing on a Frozen Lake
20	A Huntsman's and his Hounds Chase a Black Bear	70	Larks Flying over a Berry Bush
21	A Man Clinging to Flotsam in a Heaving Ocean Swell	71	Lighting Flash over a Desperate Duel between two Swordsmen
22	A Peasant Asleep under a Tree	72	Lighting Storm over Bet Kalamar
23	A Poet Writing in Consternation	73	Lovers Exchange a Furtive Glance over the Dinner Table
24	A Raucous Moot of Fhokki Tribal Chieftains	74	Macabre Portrait of a Well-Dressed Skeleton
25	A Red-bearded Dwarf in his Smithy	75	Merchants Vie for Attention in an Exotic Bazaar Scene
26	A Rowdy Barroom Brawl	76	Oil Merchant Clutching her Small, Trembling Dog
27	A Shadow Looms Over an Remote Cottage	77	Portrait of a Bishop in Exquisite Vestments
28	A Shepard in the a Mountain Glen	78	Portrait of a Famous Reanaarian Actor Applying his Makeup
29	A Ship Floundering in a Storm	79	Portrait of a Kalamaran Officer with his Helmet under one Arm
30	A Smiling Baroness holding her Pet Monkey	80	Portrait of a Portly Spice Merchant
31	A Snowy Peak	81	Portrait of a Red-haired Lady Holding a Quill to Parchment
32	A Svimozhish Scholar Regards a Map	82	Portrait of a Stern Noblewoman Braiding a Young Girl's Hair
33	A Tropical Parrot in Flight over the Jungle	83	Portrait of a Wealthy Child on a Horse
34	A Wealthy Child ties a Ribbon Round her Tiny Pet Pig	84	Portrait of a Wizened Type Setter Smiling Weakly
35	A Wine Baron's Morose Wife	85	Rain Falls as Three Aging Journeymen Smoke their Pipes under a Tree
36	An Albino Whale Breaching over a Warship	86	Satirical Portrait of Neighboring Kingdom's Ruler
37	An Apiarist Tends to his Swarming Hives	87	Shining Fish Jump into the Boat of Two Surprised Fishermen
38	An Apothecary's Crowded Store Bustles with Activity	88	Still Life of a Wheel of Cheese and a Freshly Cut Apple
39	An Elderly Duchess Presents an Astrolabe	89	Street Musicians Drawing a Crowd
40	An Elderly Lord Holding up his Pet Finch	90	Sunset over the Harbor
41	An Elderly Nobleman Plucks at a Lute in Frustration	91	The Coronation of the Emperor
42	An Inaccurate Rendering of a Crocodile (in deep blue)	92	The Damned are Tormented by Demons
43	An Inaccurate Representation of a Hippopotamus (in pale yellow)	93	The Faithful Ascend to their Reward
44	An Oddly Accurate Still Life of a Noblewoman's Breakfast	94	The Return of Desmond, the Hero
45	Beautiful Ladies at their Sewing	95	The Twenty Bandit Poets of Reanaaria Bay in Repose
46	Bucolic landscape	96	Thirteen Doctors Inspect a Cadaver on an Operating Table
47	Comedic Painting of a Snorting Ox Charging a Buffoonish Farmhand	97	Townsfolk Marvel at a Bizarre Sea Creature Washed Up on Shore
48	Dejy Tribesmen in a Group Portrait	98	Triptych of the Sinking of the Ship "Maarten's Battery" by "The Kestrel"
49	Diptych of a Popular Comedic Actress in her Motley and in a Fashionable Gown	99	Triptych of Three Brothers; A Monk, A Knight, and a Drunk
50	Diptych of Exhausted Newlyweds and their Crying Baby	00	Two Sisters Holding Fesitval Masks

Table 12.5: Sculpture and Statuettes (d100)			
01	A Crouching Tiger, Bronze	51	A Man Locked in a Pillory, wood
02	Three Sneering Goblins, Clay	52	Jellyfish stinging a small eel, glass
03	A Dying Giant Clutches a Wound, Marble	53	Long necked tortoise, black marble
04	A Woman Holds Up a Wolf Pelt in Exultation, Bronze	54	Giant Earthworm, silver
05	A Squid with Many Tentacles, Brass	55	Three-Masted Ship with Billowing Sails, marble
06	Grinning Skull, Black marble	56	Queen Bee on a Honeycomb with Swarming Drones, amber
07	A Man in Quiet Contemplation, Marble	57	Paunchy Fool in Motley, wooden
08	A Dragonfly, Clay	58	Empty Throne, garnet
09	A Grotesque Froglike Person, Bronze	59	Thorny Rose, Rose Quartz
10	Young Maid Reclining, Ivory	60	Corrosive Ooze filled with Victims, glass and jet
11	A Barking Dog, Wood	61	King's Carriage, silver
12	Falcon Statuette, ebony	62	Giraffe Chewing on Leaves, clay
13	Troll, Wooden	63	Nautilus Shell, Marble
14	Painted Horse, Wood	64	A thin, bearded man staring down from a white throne, Marble
15	Life-size statue of an armless woman, marble	65	Child About to Pour a Bucket of Water on a Sleeping Monk, wood
16	A King Crowned with Coral, Bronze	66	Ghoul chewing on a human arm, onyx
17	A Lounging Pig, wood	67	Wide Eyed Barn Owl, Ivory
18	An anatomically correct skeleton, marble	68	Jaguar Mid-Pounce, ebony
19	Bust of an Ettin, Brass	69	Sarcophagus with Emerging Hand, Sandstone
20	Large Housefly, Onyx	70	Toucan, opal and marble
21	A Chortling Minstrel, Clay	71	Seated Smirking Ape, clay
22	A hunched, old woman, bronze	72	Peaked, Crumbling Tower, marble
23	Fhokki Tribesman Eating an Apple, Alabaster	73	Washerwoman Balancing a Jug on Her Head, marble
24	Enraged Earth Elemental, Jade	74	Cowering Mongrel, clay
25	Dozing Centaur, teak wood	75	Calling Bluejay, silver
26	Many Eyed Demon, onyx	76	Mighty Oak, Oak
27	Dejy Fisherman with River Squid, clay	77	High Priest in Flowing Robes, Marble
28	Leaping Otter, silver	78	Warrior Woman Sitting on a severed Ogre's Head,
29	Trumpeting Elephant, colored glass	79	Kalamaran Politician Pointing Towards Progress, marble
30	Swooping Osprey, copper	80	Dancing Flea, brass
31	Grotesque Bat Cadaver with Grave Worms, ebony	81	A Man Crawling on all Fours with a Knife in His Teeth, Clay
32	Glaring Eye, eye agate	82	A Severed Hand, Ebony
33	Standing Auroch, clay	83	Breaching Whale, silver
34	Weeping Scholar, Ivory	84	Withered Tree, brass
35	Starfish Cracking Open a Crab, corundum	85	A Striding Ent, strange wood
36	Cloaked Sage with a Domed Hat, marble	86	Snail with a Multicolored Shell, Marble and Black Opal
37	Draugr in a Broken Ship, bone	87	Skulking Troll, Onyx
38	Ethereal Cat, Gypsum	88	Twirling Dancer, Marble
39	Lugubrious Dwarf Weeping into her Beard, marble	89	Octopus with curling tentacles, corundum
40	Kicking goat, clay	90	Long Eared Rabbit Sitting on a Crescent Moon, Moonstone
41	Snide Pig on a Spit, wood	91	Coiled Snake, gold
42	Orcs Devouring a Stag, ebony	92	Lurching Zombie, jet
43	Cackling Hyena, marble	93	Troop of Aarnz Hounds, marble
44	Small Birds Perched on a Hippopotamus, ivory	94	Knight in Black Armor, Onyx
45	Basking Walrus, ivory	95	Screaming Madman, Marble
46	Coral Snake, Coral	96	Grizzly bear, tiger eye
47	Changeling in Mid-Transformation, ebony	97	Spice Merchant on a Pile of Gold, Gold
48	Iridescent Stag Beetle, Black Opal	98	Drowning Man Reaching Out for Help, sapphire
49	Scowling Woman Clutching a Shillelagh, wood	99	Wasps Emerging from their Nest, Amber
50	Mirthful Priest with a Keg of Ale, clay	00	Three Eyed Deity, jasper

Table 12.6: Objets d'art (d40)			
01	A miniature coffin with a hinged lid, brass	21	False fruit, wax
02	Pipe tamper in the shape of a grinning drake, brass	22	Mortar and pestle inscribed with snaking runes
03	Skull Stamp, silver	23	Delicate painted egg in a silver box
04	Tobacco box with a face of leaves engraved on it, tin	24	Fhokki warrior chess set, ivory and ebony
05	Small hand mirror gilt bordered with images of dryads, bronze	25	Carved leaves in autumn colors, garnet and amber
06	Salt and Pepper Shakers in the shape of small elephants, glass	26	Pot painted in the the image of a two-headed calf, clay
07	Long Stemmed Pipe with geometric flourishes, rose wood	27	Candle holder in the shape of a elephant, brass
08	Ornate Paperweight shaped like an Anchor, gypsum	28	Medallion inscribed with a religious scene, copper
09	Inkwell shaped like an open mouthed frog, silver	29	Sportsman's discus covered in manta ray motifs, tin
10	Snuff Box embossed with a pointed nose, copper	30	Miniature loom and weaver, gold and teak
11	Stoppered bottle with an embossed phoenix, glass	31	Candle holder shaped like a grasping frog, bronze
12	tea-kettle decorated with sheaves of wheat, Porcelain	32	Shoehorn shaped like a pterodon, ebony
13	urn depicting reclining skeletons, Black glass	33	Elaborate toothpick, pearl and gold filigree
14	incense burner shaped like a octopus, Gold	34	Small silver ball
15	Stoppered jar in the shape of a human heart, brass	35	Two dragonfly wings, glass and silver filigree
16	Camouflaged box shaped like a ripe onion, amber	36	Bookmark with constellation designs, velvet and goat hair
17	A small tobacco box shaped like a flower garden, bronze and garnet	37	Shepherd's crook carved into the shape of an ent, oak
18	Pipe in the shape of a gutted crocodile, rosewood	38	Writing Quill set into a finger bone, bone and peacock feather
19	Tamper shaped like a wide machete, rosewood	39	Tattooist's tools, fox bone
20	Paperweight in the shape of a squatting troll, pewter	40	Fishing hook and night crawler lure, bone and sinew

Table 12.7: Book Titles (d100)			
01 - 02	Hymns of the Caregiver	51 - 52	Down and Out in Bet Kalamar
03 - 04	Kirgan's Hounds	53 - 54	Gods of the North
05 - 06	Last of the Aurochs	55 - 56	The Collected Stories of Grandfather Morten
07 - 08	The Littlest Ogre	57 - 58	Are You There Mangrus? It's Me, Gulda
09 - 10	The Generous Ent	59 - 60	The Drokker Horseman
11 - 12	History of Kalamar	61 - 62	All About Bears
13 - 14	By the Banks of the Vohven	63 - 64	To Deny the Gods
15 - 16	20, 000 Leagues Under the Kalamaran Sea	65 - 66	Leprosy
17 - 18	In the Clutches of the Necromancer	67 - 68	Mutiny and its Bounties
19 - 20	The Halls of the Dwarf Fathers	69 - 70	I Was Taken By Hobgoblins
21 - 22	Until the End	71 - 72	Dawn in Brandobia
23 - 24	Memories of Reanaaria Bay	73 - 74	Beyond the Valley of the Trolls
25 - 26	The Rats Behind the Walls	75 - 76	The Frost Giantess
27 - 28	The Consummate Chirurgeon	77 - 78	A Hagiography of St. Anarvis
29 - 30	Hellhounds on the Moors	79 - 80	The Death of a Young Foole
31 - 32	An Orc for all Seasons	81 - 82	Mysteries of the Nanakary
33 - 34	Behind the Painted Veil	83 - 84	The House of Dern: A Genealogy
35 - 36	The Big Book of Gnomish Pranks	85 - 86	The Chieftains' Saga
37 - 38	Of Giant Mice and Men	87 - 88	Slen's Bitter Harvest
39 - 40	Hammer of the Witches	89 - 90	The Indulgences of St. Malvus
41 - 42	To Build a Pyre	91 - 92	Travels in Bet Kalamar
43 - 44	Outlaws of the Brindonwood	93 - 94	Histories of the Svimozhish People
45 - 46	The Giant's Cup	95 - 96	Collected Poems of the Kalalali
47 - 48	The Valley of the Trolls	97 - 98	The Words of Veuxoo
49 - 50	The Voyages of Edoran the Sailor	99 - 00	Ghost Stories of Emosvom

Sculpture: Statuary is an art form of universal appeal. Statues need not be life-sized depictions of the human form in marble *à la* Venus de Milo. In fact, such a treasure is often a booby prize given the immense difficulty of transport. You may wish to occasionally emplace such an item so as to test your players' logistic ingenuity but this should not be the norm. Most sculptures placed as treasure should ideally be no more than 2 feet in height or 50 pounds in weight.

Sculptures usually seek to capture the likeness of a living form but materials can vary broadly to include examples such as a painted wooden carving of a troll, an ebon falcon or an angelic visage captured in bronze. Value is highly subjective thus you should feel free to assign any value appropriate to the scenario.

Objet d'Art: This category of treasure includes well-made decorative pieces, baubles, and tchotchkes. They may be fabricated from precious metals and the most valued pieces will certainly bear gems. The fundamental differentiation between these objects and jewelry is that the latter is intended to be worn while the former is not.

Books: Bound volumes have value for a couple of reasons. Being hand lettered, they represent a significant investment of labor by a skilled professional. As such, they are uncommon at best. Possession of a private library signals wealth, status and erudition. There is a ready market of nouveau riche eager to bolster their social standing by acquiring such volumes even if they never deign to read them.

Of course, books are also a repository of knowledge. The value of their contents is largely dependent on the subject matter – a treatise offering specific details as to best practices when summoning demons is likely to be worth more than a cookbook.

Gameplay enhancement: Books can be a useful conduit to feed players background information provided they have sufficient literacy skills to comprehend the work. This can serve as an impetus for PCs to enhance their literacy or to learn new languages. Alternatively, books could serve to bolster certain skills. For example, reading a book may allow a BP discount on the next purchase of the relevant skill.

Maps: Cartography adds an exciting tangible element to any gaming session. Players love maps. Adding them as treasure is a sure winner. Maps may also have value to NPCs engaging in commerce or travel should they illustrate potential routes. Additionally, a well-drawn map may be valued as a piece of art simply based on its appearance.

Including a map necessitates some forethought on your behalf – after all, the map must lead somewhere and your players are bound to run this down. While including a map integral to the current scenario is always nice, it does not measure up to the standards of an item of value. Ideally, the map is a honest-to-goodness treasure map that prompts a new expedition to determine precisely what "X" marks.

Document: This needn't be a mere scrap of paper. Documents can take a variety of forms. Some may have value as legal documents (a deed or even a promissory note), as blackmail (those implicated in the document may pay well for it) or as a historical curio. Though most often paper, a document could well be stone tablets or a bronze plaque.

Scribe Materials: Though seemingly appropriate only for novice treasure finds, there's more to this category than the functional (but often highly useful) listings in the Player's Handbook. Woodcuts, stamps, gilded pages awaiting lettering and unusual or rare quills are but some examples.

Furs and Pelts: One normally thinks of the hides of small mammals when the term 'furs' is bandied about. While fox, beaver and mink pelts are indeed valuable, one should interpret this category more broadly to encompass the plethora of animal and monster body parts that may have commercial value such as ivory tusks.

Common furs include cat, dog, opossum, rabbit and raccoon. Beaver, fox and otter are more desirable while rare animals like ermine and mink fetch the highest prices.

If placing furs as treasure and you desire some variety, there's no explicit reason not to dip into the monster trophy list as many of them are in fact furs.

Furs and Ivory	
furs	
common	2 cp / pelt
uncommon	1 sp / pelt
rare	5 sp / pelt
ivory tusk	200+10d20 sp

Monster Trophies: This category exists for a couple of purposes. First of all, it is to remind you that certain monsters have an explicit value listed for trophies extracted from their corpse. Obviously should you have one of the listed monsters present in your adventure, your players are going to want to gather up these valuable items. That's fine and what a discerning player should do. You need to be one step ahead of them and figure these yields into the treasure dispersal by preemptively counting them against the scenario's cash award. Note that these items may be considerably discounted as they will most likely be partially damaged.

Table 12.8: Jewelry (d100)			
01	Amber pendant with a bee caught inside	51	Large Pin depicting ruby lobsters arranged on a sapphire whirlpool
02	Amethyst pendant shaped like a chrysanthemum	52	Linked Beestings Nose Chain
03	Ammolite rimmed monocle	53	Miniature silver scroll container with a full text stored inside
04	Archer's gold etched brass thumb ring	54	Moon pendant with a small emerald bat
05	Basic copper pendant with a star motif	55	Necklace with a small golden songbird
06	Birdcage shaped copper necklace with functioning door	56	Noblewoman's Ivory and Gold Chatelaine
07	Black opal ring shaped like an open eye	57	Onyx earrings shaped like storm clouds
08	Bloodstone Studded Bangles	58	Onyx Scarab inlaid with Lapis Lazuli, Emerald, and Ruby Detailing
09	Blue Jade Encrusted Armlet with Entwining Centipede Pattern	59	Opal and Silk Choker
10	Brass and Bronze Beaded Jaguar Pendant	60	Orange and White Seashell anklet
11	Brass and moonstone circlet with a crescent motif	61	Orca tooth pin topped with miniature amber whale
12	Brass Torc	62	Overlapping silver "fish scales" forearm bracer
13	Bronze hair Fasteners shaped like flying beetles	63	Owl Feather Anklets Bound with Yellow String
14	Bronze Spice Guild Medal on a Blue Ribbon	64	Owl tiara with corundum feathers
15	Charm necklace of polished bone	65	Pale Pink Citrines arranged around a silver nose ring
16	Child size circlet of silver in the shape of coiled flowers	66	Pearl nostril ring
17	Copper coin string earrings	67	Pendant with five jets arranged into a pentagram
18	Copper locket with two lovers' portraits	68	Pewter and Jet Snuff Ring
19	Copper Medallion with Frog Design	69	Pink Amethyst Amulet with Silver Chain
20	Coral and corundum eel shaped bracelet	70	Plucked feather septum piercing
21	Coral bracelets shaped like seahorses	71	Polished Ebony Beaded Necklace
22	Coral facial piercing in the shape of a crab claw	72	Red Agate Amulet with a Moon and Sun Design
23	Crocodile tooth necklace on a brass chain	73	Ring with a perfectly articulated diamond skull
24	Crown of freshly braided flowers tied with a red ribbon	74	Round stone pendant with a strange fossil
25	Delicate lime green peridot protection charm in a silver locket	75	Silver and sunstone dental overlay
26	Disturbing Coronet of Unidentified Mixed Bones	76	Silver brooch with a cameo of a dwarven lady
27	Ebony hairpin carved like a sleeping panther	77	Silver circlet with pink diamond poppies
28	Elaborate brass anklet shaped like writhing adders	78	Silver Hair Fastener
29	Elaborate Carnelian Cylinder Seal in an Owl Shape	79	Silver raven pin
30	Elaborate kraken ring with golden tentacles and aquamarine suction cups	80	Simple Bronze Circlet
31	Elaborate, draping earring of gold dipped ostritch feathers	81	Skull Mask Encrusted in Black Diamonds
32	Emerald Engraved with a Poet's Profile	82	Slave Master's Malachite and Iron Diadem
33	Emerald Hand pendant with poseable fingers and golden knuckles	83	Small Conch Pendant
34	Fanged tiger ring with fire opal stripes	84	Small, anatomically accurate ruby heart pin
35	Fire opal ring in the shape of a manticore's face	85	Spherical "giant's eye" sunstone pendant
36	Glass pendant holding an ounce of mercury	86	Spider ring with garnet eyes
37	Gold Plated Nautilus Pendant	87	Sunrise Pattern Pendant of blue sapphires, orange amber, and ruby flecks
38	Golden Crown Trimmed with Platinum and Ringed with Heavy Rubies	88	Teal Malachite necklace shaped like a jumping trout
39	Green Beryl ring shaped like a mallard's head	89	Thin Interlocking Golden Triangles chain
40	Heavy Boar Ivory Torc with Silver-lined Scrimshaw	90	Thin, Silver Puzzle Ring
41	Heavy Braided Gold Chains	91	Tiger Eye cufflinks
42	Hematite ring shaped like a fire giant's face	92	Tiny platinum devotional icon of the Shining One
43	Icicle Patterned diamond and silver tiara	93	Topaz Brooch Shaped like an Autumn Leaf
44	Ivory hairpin in the shape of an elephant	94	Traditional brass wedding band
45	Jade bracelet	95	Unadorned Ash Prayer beads
46	Jade hoop earring	96	Unassuming pewter ring
47	Jet and Malachite Slave Bracelet in a Spider Shape	97	Wax Stained Bronze Signet Ring
48	Jet and Onyx opera mask in the shape of a bat	98	Wide Brass Bangles displaying Forest Scenes
49	Lapis lazuli pendant set in brass	99	Wide, golden wristbands set with amethysts
50	Lapis lazuli pin carved like a crashing wave	00	Yellow Jasper pendant carved with a grinning sun

Alternatively, there's no reason why these trophies couldn't be included in an adventure in their 'harvested' form. Many sapient creatures collect trophies. It could even occur that the valuable remains of one of these creatures lies in the nest of an even most fearsome beast that recently killed and ate it!

Monster Trophies		
	Creature	**Trophy Value (sp)**
01	Aarnz Hound pelt	20
02	Anaxar eggs	15 ea
03	Arakian Warrior mandible	up to 50
04	Arakian Brood Watcher mandible	up to 100
05	Basilisk frill	100-200
06	Black Bear pelt	not defined (~ 40 suggested)
07	Brown Bear pelt	not defined (~ 80 suggested)
08	Grizzly Bear pelt	not defined (~ 140 suggested)
09	Cave Bear pelt	not defined (~ 180 suggested)
10	Cheetah, Wooly pelt	50+ sp
11	Chimera pelt	200-400 sp
12	Megalosaurus skin	20-40 sp
13	Megalosaurus head	500 sp
14	T-Rex hide	200
15	Giant Eagle feathers	religious use
16	Giant Goat hide	30
17	Giant Goat horns	30
18	Gorgon head	250
19	Griffyn talons (pair)	200
20	Owlbeast claws	10
21	Warg pelt	36
22	Weasel pelt	1
23	Giant Weasel pelt	6
24	Yeti hide	not defined (~ 40 suggested)

Jewelry: These are pieces of art meant to be worn. Jewelry can vary from cheap costume pieces to insanely valuable trinkets worn by royalty. That range, understood by all, gives you immense flexibility. Almost any piece you roll up, choose or create can readily support the monetary value you need it to for design purposes. In a pinch, you might have to wordsmith the description by altering the underlying materials but that should be the exception.

Gems: These are beautiful and rare gifts of nature and highly prized by all that view them. Since time immemorial they have been objects of desire. Literature is abundant with stories of fabled jewels. Closer to home, the gift of gemstones signifies love and affection. Given all this, your players will undoubtedly recognize gems as valued treasures worth expending blood and iron to acquire.

In Game Considerations: Gems are very concentrated objects of value. Even low value stones displace little volume. As such, they are very convenient stores of wealth. Since they can readily be hidden, they make the ideal one-third of treasure that should be disguised such that only the superior player finds it.

Value: The values listed in Table 12.9 are suggested medians not absolute values. Obviously gems are individually unique and thus a particular type of stone can be expected to have a range of values. +/- 50% is not unrealistic. Viewed broadly, the purpose of this chart is to simply provide you with descriptive text to append to a particular treasure item so as to enhance the role-playing experience.

The mechanics presented in Chapter 10: Design should be your primary guide when it come to treasure awards. Should you wish to place a treasure worth 394 sp, just pick one of the 500 sp stones from the list, say this one is worth 394 sp and be done with it. It's within the margin of error.

Past practice has been to have a rigidly defined grading system that precisely valued stones on the basis of quality. While the intent to mimic the real world gem trade was admirable, in practice it simply handcuffs the GM.

Now, admittedly, one aspect of past system, to wit size (i.e. carat weight), has superficial merit in that it is intuitive that a smaller stone should be less valuable. But viewed from a designer's perspective, even this does not fundamentally add any value. It is simply an additional mechanic facilitating substitution of preexisting low value stones with tiny, but impressive sounding, gemstones. Rationally, there are already plenty of stones at each increment of value to provide a variety of options.

I shall not disappoint those desiring rules facilitating the customizability of gemstone though, again, it isn't really necessary to do so unless you find it fun.

Gemstone Variances		
Size	**Value compared to base gem**	**Quality Modifier**
Tiny	x⅛	+/- 50%
Very Small	x¼	+/- 50%
Small	x½	+/- 50%
Average	0	+/- 50%
Large	x2	+/- 50%
Very Large	x4	+/- 50%
Huge	x8	+/- 50%
Massive	x16	+/- 50%
Gargantuan	x32	+/- 50%

Livestock: Livestock is valued by every culture and the animals listed in the Player's Handbook (p. 200) can serve well as treasure. Instead of a tribe of goblins with 20 silver coins in a chest, give them a trip of 20 goats. A group of orcs may be sustaining themselves by butchering a hog now and again from their herd. The horses ridden by mounted opponents are especially good candidates. Trained warhorses are very valuable – a mounted opponent could very well be sitting on a couple hundred silver worth of horseflesh!

Tack & Harness: Tack and Harness tends to run a bit on the lower end of the value spectrum when it comes to treasure though it is not uncommon for riding saddles to be adorned. The tack and harness used by mounted opponents should not be discounted as possible treasure. Barding, especially, tends to be very valuable and decorative bits and bridles can also fetch a high price.

Table 12.9: Gems						
Gem	preferred color	base value (sp)		Gem	preferred color	base value (sp)
Azurite*:	vibrant blue	10		Garnet	deep orange	100
Banded Agate	layers of pink	10		Jade	deep green	100
Blue Quartz	pale blue	10		Jet*	pure black	100
Eye Agate	red/pink with dark center	10		Pearl*	shiny white	100
Hematite*	rust red	10		Spinel	lilac	100
Lapis Lazuli*	royal blue	10		Tourmaline	green, pink, and orange hues	100
Malachite*	teal	10		Zircon	bright blue	100
Moss Agate	green veins on white background	10		Aquamarine	pale, vibrant blue	500
Obsidian*	black	10		Garnet	red-orange	500
Rhodochrosite*	blood red	10		Pearl*	black	500
Tiger Eye	rich brown	10		Peridot	dark olive green	500
Turquoise*	turquoise	10		Spinel	dark pink	500
Bloodstone*	black with blood red flecks	50		Topaz	golden yellow	500
Carnelian*	orange red	50		Black Opal	dark, with multicolored hues	1000
Chalcedony*	pale purple	50		Emerald	blue green	1000
Chrysoprase	seafoam green	50		Fire Opal	orange-red	1000
Citrine	pale gold	50		Garnet	dark red	1000
Jasper*	deep red with black veins	50		Opal	white, with multicolored hues	1000
Moonstone	bone white with inner blue light	50		Courrundum	vibrant purple	1000
Onyx*	deep black	50		Yellow Sapphire	yellow	1000
Rock Crystal	clear	50		Sapphire	royal blue	1000
Sardonyx*	bands of red	50		Star Ruby	red with white asterism	1000
Smoky Quartz	colorless, but hazy	50		Star Sapphire	purple-blue with white asterism	1000
Star Rose Quartz	pink with white asterism	50		Black Sapphire	deep black	5000
Amber	honey yellow	100		Diamond	clear	5000
Alexandrite	green and purple	100		Jacinth	fire red	5000
Amethyst	vibrant purple	100		Green Sapphire	green	5000
Chrysoberyl	burnished gold	100		Ruby	vibrant red	5000
Coral Gemstone	red	100				

If you rolled this type of treasure, consider adding mounts or pack animals to your scenario instead of dismissing it out of hand.

Herbs and Spices: Herbs and spices combine high value with easy transportability. Pirates target spice ships and trade caravans carrying valuable spices travel under heavy guard to avoid the determined attacks of brigands. Spices can appear as treasure in places where food is prepared.

No explicit prices are given in Table 12.10 in order to provide you utmost flexibility in assigning the value you desire. Bear in mind that some of these spices are given precise values on p. 198 of the Player's Handbook. You need only use these as a guide though as expired and stale spices undoubtedly are worth less.

Perfumes: Perfumes are highly valuable processed luxuries used only by the wealthy and, unsurprisingly, they are very valuable. Perfumes are valuable on a "per ounce" basis and even a small volume of fine perfume can fetch a high price. With their elegant glass bottles perfumes can make an interesting departure from standard treasure.

Sundries: Sundries are, on the whole, not especially valuable (as the name implies) but can still be very useful. While they will not tend to be large individual treasures, sundries like provisions can still be valuable in large quantities. A bandits' hideout may be stocked with 50-pound sacks of dried peas and beans that could be used as sustenance for months. Having these sorts of items as treasure are more in keeping with HackMaster's level of realism.

Tools: Tools are vital to the work of many tradesman and quality tools are necessary for the creation of luxury and superior quality items. Tools make useful treasure because of their inherent utility.

Furniture: Dungeon looters (especially novice and poor ones) have a pernicious habit of wanting to strip a lair clean. Solid furniture does have a value so if your players are of the "back up the wagon" variety, this chart should be beneficial. Note that the prices below represent the market value for used, standard, unadorned items in good condition. A skilled carpenter may repair broken furniture to restore its value.

Table 12.10: Spices (d60)					
01	Willow herb	21	Ginger	41	Fingerroot
02	Cudweed	22	Artemisia	42	Cumin
03	Wintergreen	23	Lemon verbena	43	Fenugreek
04	Crushed juniper berries	24	Black mustard seeds	44	Calombra
05	Watercress	25	Wood Garlic	45	Paprika
06	Sage	26	Basil	46	Tobacco
07	Wolvesbane	27	Long seed pepper	47	Mace
08	Mint leaves	28	Anise	48	Frankincense
09	Sassafras	29	Orris root	49	Paracress
10	cloves	30	Myrtle pepper	50	Spikenard
11	Fennel	31	Peppermint leaves	51	Alligator Pepper
12	Barberry	32	Nutmeg	52	Ginseng
13	Parsley	33	Rock Salt	53	Pandan leaf
14	Garlic	34	Salt	54	Wormwood
15	Clary sage	35	Boldo	55	Crushed poppy
16	Thyme	36	Achiote	56	Myrrh
17	Carob	37	Crushed jasmine	57	Cinnamon
18	Lavender	38	Camphor	58	Cardamom
19	Tarragon	39	Quassia	59	Vanilla
20	Coriander	40	Turmeric	60	Saffron

Table 12.11: Perfumes (d40)			
01	Essence of Rosemary	21	Camphor
02	Mint Extract	22	Pennyroyal
03	Vanilla Extract	23	Southernwood
04	Rosewater	24	Wormwood Extract
05	Sandalwood	25	Powdered Myrtle Leaf
06	Clove Oil	26	Powdered Nutmeg
07	Citrus Extract	27	Crushed Fennel
08	Ground cinnamon	28	Mace Extract
09	Sage Essence	29	Orange Peel
10	Chamomile Water	30	Violet Extract
11	Lavender Extract	31	Crushed Daisies
12	Valerian Musk	32	Costemary Leaf
13	Gladiator Sweat	33	Lemon Balm
14	Lemon Water	34	Basil Essence
15	Jasmine Water	35	Winter Savory
16	Myrhh	36	Ground Orris Root
17	Frankincense	37	Ground Calamus Root
18	Rosewood	38	Plantine
19	Tansy	39	Watercress
20	Lavender Cotton	40	Ambergris

Quality furniture tends to be made of valuable woods like mahogany and teak. Furniture can be highly ornamented or sleek and minimalist. Desks with secret compartments, looming wardrobes, and puffy settees can all make great treasure, although particularly heavy pieces may be difficult to transport. Well-appointed lairs can be stocked with elegant and expensive furniture.

Unusual woods, extraordinary craftsmanship or design, gilding and other enhancements may raise the value of a unique item by a substantial amount. Ten or even a hundred times the values listed for these pieces is neither unheard of nor unreasonable for exquisite furnishings that embody the design, craftsmanship and aesthetic virtues of the gentry.

As such, the baseline values in the chart below should be taken to be the value of functional used furnishings. Judiciously apply a 5x, 10x, 50x or 100x multiplier to reflect increasing luxury.

Table 12.12: Provisions (*all prices in cp unless noted in trade coins*)			
Cereals		Fish, herring, pickled (per lb.)	1
Barley (per lb.)	3 tc	Fish, mackerel (per lb.)	3 tc
Bread, honey (loaf)	3	Fish, pike (per lb.)	1
Bread, rye (loaf)	7 tc	Fish, salmon (per lb.)	2
Bread, wheat (loaf)	12 tc	Fish, trout (per lb.)	2
Corn dodgers (2 weeks rations)	50	Goat, roasted (per lb.)	2
Cornmeal (per lb.)	3 tc	Goose, roasted (1)	3
Flour, rye (per lb.)	3 tc	Ham (per lb.)	2
Flour, wheat (per lb.)	5 tc	Lamb, roast (1)	8
Oatmeal (per lb.)	3 tc	Mutton, roasted (per lb.)	1
Porridge (per lb.)	9 tc	Oysters (per lb.)	5 tc
Rice (per lb.)	4 tc	Pheasant, roasted (1)	1
Dairy		Pie, meat (1)	8 tc
Butter (per lb.)	3 tc	Rabbit, roasted (1)	1
Cheese (5-lb wheel)	3	Sausage, Blood (1 meal)	1
Cream (per gallon)	6	Sausage, Peppered (1 meal)	2
Milk, cow (per gallon)	2	Sausage, Sailor's (1 week's rations)	20
Milk, goat (per gallon)	1	Veal, roasted (per lb.)	3
Milk, sheep (per gallon)	1	Venison, roasted (per lb.)	15 tc
Fruit		***Miscellaneous***	
Apples (per lb.)	2 tc	Honey (per lb.)	4
Apricots (per lb.)	5 tc	Jams (per pint)	6
Berries (per lb.)	5 tc	Nuts (per lb.)	4 tc
Dates, dried (per lb.)	5	Oil, cooking (per gallon)	1
Figs	4	Sugar (per lb.)	5
Grapes (per lb.)	1	Vinegar (per gallon)	2
Oranges (per lb.)	5	***Vegetables***	
Peaches (per lb.)	1	Beans (per lb.)	2 tc
Pears (per lb.)	5 tc	Beets (per lb.)	3 tc
Plums (per lb.)	1	Cabbage (per lb.)	2 tc
Raisins (per lb.)	4	Carrots (per lb.)	3 tc
Meat, Poultry & Fish		Lentils (per lb.)	2 tc
Beef (per lb.)	2	Mushrooms (per lb.)	5 tc
Chicken, roasted (1)	1	Olives (per lb.)	8
Crab (per lb.)	1	Onions (per lb.)	3 tc
Duck, roasted (1)	1	Peas (per lb.)	3 tc
Eggs (2 dozen)	2	Pickles (per lb.)	2
Fish, cod (per lb.)	1	Pumpkin (1)	5 tc
Fish, eel (per lb.)	7 tc	Radishes (per lb.)	2 tc
Fish, herring (per lb.)	5 tc	Squash (per lb.)	2 tc

Table 12.13: Drinking Vessels (d40)	
01	Absurdly Deep Oaken Challenge Tankard with inscribed series of initials
02	Auroch drinking horn rimmed with silver and an ox head detail
03	Brass ale pitcher shaped like a whale
04	Brass Toasting Tankard Inscribed with Pub Songs
05	Captain's tankard with a small silver coffin at its bottom
06	Ceramic Drinking Boot
07	Chieftain's Brass Goat Headed Rhyton
08	Clear crystal snifter
09	Collapsible Dwarven Whskey Luge
10	Copper chalice set with pearls
11	Crystal Eyeball Shot Glass with Stoppered Pupil
12	Crystal Wine Flute Wreathed with Grapevine Patterns
13	Drunkard's Hooch Jug of Well-Fired Clay
14	Dwarven mountain stein with a steel, peak-like lid
15	Dwarven-Made Nesting Mugs
16	Fhokki Promise-Cup inlaid with coiling, silver wyrms
17	Gnomish ouzo tumbler of etched crystal with berry patterns
18	Golden Chalice inlaid with mother of pearl devotional icons
19	Hexagonal Bronze Tankard
20	Iron Hippogriff Rhyton
21	Large White Agate Wine Pitcher with Floral Patterns
22	Layered Shot Tower of Burnished Silver
23	Maple Pint Glass with Pumpkin Etching
24	Mead Toasting Mug Shaped Like a Beehive
25	Onyx Sacramental Vessel
26	Ox drinking horn with accompanying leather strap
27	Perforated Puzzle Jug Shaped Like a Stumbling Gnome
28	Pewter ale mug shaped like a cornucopia
29	Pink quartz goblet with sunburst motif
30	Porcelain Fuddling Cup Shaped Like Three Croaking Toads
31	Prankster's Tipping Tankard of Polished Copper
32	Scrimshawed walrus tusk drinking horn
33	Silver rhyton carved in the likeness of a braying ass
34	Skull goblet with an obsidian base
35	Steel, Dwarven throwing-mug (heavily dented)
36	Tall wine flute of clear glass
37	Turtle Shell Toasting Bowl with Carved Lip
38	Wooden Quaich rimmed with bronze
39	Wooden tankard with a lead lid
40	Yard-Long Challenge Glass Shaped Like a Sinuous Eel

Table 12.14: Toys and Games (d40)	
01	Straw Peasant doll
02	Clay spinning tops
03	Leather ball
04	Cup and Ball
05	Wooden griffon on wheels
06	Stuffed wool dog
07	Rolling hoop
08	Peg dolls
09	Knucklebones set
10	Child-size stilts
11	Small, wooden cart
12	Hobby-horse with straw mane
13	Wooden Scopperel
14	Painted wooden sword
15	Bright Red Pinwheel
16	Tin men-at-arms
17	Copper Frog Clicker
18	Maple Fox and Geese Set
19	Rude Deck of Playing Cards
20	Miniature ballista on wheels
21	Colored Silk Ball with bells
22	Painted Checkers Set
23	Porcelain Doll with silk dress
24	Miniature boat with cloth sails
25	Elaborately painted kite
26	Racket and ball set
27	Plush sloth doll with polished, wooden claws
28	Walnut Croquet set
29	Finely Carved Backgammon Set
30	Skipping rope with carved brass handles
31	Ivory Jackstraws set
32	Gilded, Mahogany Rocking Horse
33	Narwhal Ivory Dice Set
34	Ivory and Cedar Tafl Set
35	Exquisitely sewn silk and mahogany puppet set
36	Dwarven made orc-in-the-box
37	Child's Pony Saddle and Bridle
38	Balanced, silver spinning top
39	Tiger Eye marbles set
40	Topaz and Onyx Chess Set

Table 12.15: Clothing (d100)			
01	Auroch hide leather gloves	51	Large Pin depicting ruby lobsters arranged on a sapphire whirlpool
02	Auroch leather hawking glove plated with reflective white gold	52	Linked Beestings Nose Chain
03	Baby's green velvet swaddling	53	Miniature silver scroll container with a full text stored inside
04	Bearskin Dwarven ladies' winter beard netting	54	Moon pendant with a small emerald bat
05	Beaver skin hat with peacock feathers	55	Necklace with a small golden songbird
06	Billowing silk pantaloons	56	Noblewoman's Ivory and Gold Chatelaine
07	Bishop's Miter with gold brocade and silver devotional icons	57	Onyx earrings shaped like storm clouds
08	Black leather shoes with prominent silver buckles	58	Onyx Scarab inlaid with Lapis Lazuli, Emerald, and Ruby Detailing
09	Black sable cape	59	Opal and Silk Choker
10	Black, floor length gown with dark gossamer brocade	60	Orange and White Seashell anklet
11	Blue satin doublet with polished bone toggles	61	Orca tooth pin topped with miniature amber whale
12	Camel Hair doublet	62	Overlapping silver "fish scales" forearm bracer
13	Canvas peasant's hood with leather stitching	63	Owl Feather Anklets Bound with Yellow String
14	Canvas surcoat	64	Owl tiara with corundum feathers
15	Caribou arctic coat and breeches set	65	Pale Pink Citrines arranged around a silver nose ring
16	Caribou lined fur boots	66	Pearl nostril ring
17	Comedic actor's motley	67	Pendant with five jets arranged into a pentagram
18	Copper Belt buckle	68	Pewter and Jet Snuff Ring
19	Crocodile Skin boots	69	Pink Amethyst Amulet with Silver Chain
20	Damask Turban with a Lion Pattern	70	Plucked feather septum piercing
21	Deep indigo knitted cashmere cap	71	Polished Ebony Beaded Necklace
22	Deep purple silk cummerbund	72	Red Agate Amulet with a Moon and Sun Design
23	Dwarven Auroch leather smithy's apron with lead grommets	73	Ring with a perfectly articulated diamond skull
24	Dwarven lady's silken beard netting with a opal clasp	74	Round stone pendant with a strange fossil
25	Eagle feather mantle with attached black satin cape	75	Silver and sunstone dental overlay
26	Elephant leather sandals with gold and silver stitched fasteners	76	Silver brooch with a cameo of a dwarven lady
27	Enormous white, lacey ruff dripping with tiny pearls	77	Silver circlet with pink diamond poppies
28	Entire Polar Bear Skin greatcoat	78	Silver Hair Fastener
29	Eye patch inset with a pearl and onyx eye	79	Silver raven pin
30	Fashionable leopard skin sash with a single sleeve	80	Simple Bronze Circlet
31	Fhokki-style bearskin cloak	81	Skull Mask Encrusted in Black Diamonds
32	Finely sewn silk nightcap	82	Slave Master's Malachite and Iron Diadem
33	Finely spun wool hose	83	Small Conch Pendant
34	Frilly silk shirt with puffy sleeves	84	Small, anatomically accurate ruby heart pin
35	Full silk robe of with delicate avian patterns	85	Spherical "giant's eye" sunstone pendant
36	Gnomish red velvet peaked hat	86	Spider ring with garnet eyes
37	Golden shearling cashmere wool coat with lynx fur hood and pearl toggles	87	Sunrise Pattern Pendant of blue sapphires, orange amber, and ruby flecks
38	Golden Sun Headdress with Eye Veils	88	Teal Malachite necklace shaped like a jumping trout
39	Golden, Fully Articulated Pox Victim's Mask with potpourri hideaways	89	Thin Interlocking Golden Triangles chain
40	Green and red kilt with brass boar pin	90	Thin, Silver Puzzle Ring
41	Green cloak with a leaf tessellation motif	91	Tiger Eye cufflinks
42	Green silk turban interwoven with small lapis lazuli animal carvings and one ruby	92	Tiny platinum devotional icon of the Shining One
43	Green velvet merchant's hat	93	Topaz Brooch Shaped like an Autumn Leaf
44	Hemp and wool poncho with a spiral pattern	94	Traditional brass wedding band
45	Herald's Tabard with Noble Livery	95	Unadorned Ash Prayer beads
46	Herringbone wool journeyman's jacket	96	Unassuming pewter ring
47	Horse skin rider's breeches	97	Wax Stained Bronze Signet Ring
48	Hounds-tooth wool surcoat	98	Wide Brass Bangles displaying Forest Scenes
49	Indigo woolen scholar's robes	99	Wide, golden wristbands set with amethysts
50	Inky black, canvas night watchman's greatcloak	00	Yellow Jasper pendant carved with a grinning sun

Furnishings	
Item	**Cost**
Bed, four-poster	28 cp
Bench, padded	12 cp
Bench, wooden	6 cp
Bookcase	9 cp
Cabinet	20 cp
Chair, upholstered	10 cp
Chair, wooden	3 cp
Desk	30 cp
Mattress, down	12 cp
Pillow, feather	1 cp
Sofa	40 cp
Stand/Lecturn	5 cp
Stool	1 cp
Table, large	12 cp
Table, small	6 cp
Wardrobe (armoire)	50 cp

Drinking Vessels: Drinking vessels take many forms, from goblets to drinking horns, to other shapes. The wealthy commission extravagant drinking vessels for personal use and also for various religious rituals, so bejeweled cups are not totally beyond belief. The ornamentation of these cups is where the value lies.

Utensils/ Servingware: Utensils and servingware may be made of sterling silver or other valuable materials. Single utensils can be used as treasure in lower level games, while high level games are better served by full sets of valuable servingware which can be sold as a matched set.

Utensils and Servingware	
01	Wooden bowls carved with spiral patterns
02	Fine ceramic serving platter
03	Teak Salad Servers
04	Serrated steel breadknife
05	Ceramic gravy boat shaped like a warship
06	Delicate porcelain teacups
07	Blue porcelain teapot
08	Silver fork set
09	Decorative silver spoons
10	Platter carved like a grinning trout
11	Fhokki table knife
12	Green Stoneware Bowl
13	Sandalwood Trencher
14	Plate Set embossed with Fruiting Trees
15	Half Spoon Half Fork
16	Crystal Pitcher

Toys & Games: This entry may seem inappropriate as a source of monster treasure but it needn't be. Games, as you are certainly aware of, aren't just for children. Those items that are children's toys may be the property of a youngling the monsters abducted, or maybe one of their own.

Transport: This entry references the land and water transport sections appearing on p. 203 of the Player's Handbook. Pick an item that suits the scenario.

Clothing: Items of clothing used as treasure are unique pieces of very high quality, suitable to be worn by noblemen and other wealthy individuals. These sorts of garments are not for everyday wear and anyone wearing them will stand out in a crowd. Any character with the Appraisal: Textiles skill can recognize immediately whether a particular piece of clothing is valuable or not. Remember that if an opponent is wearing these valuable clothes and is then hacked to pieces by an adventuring party, the clothing will be ruined.

Bolts of Cloth: These items can be very valuable to clothiers, tailors, upholsterers and others in these trades. Bolts are about as easy to transport as a tapestry. They may have been looted from caravans or merchants and could be silk, brocade, or similar valuable material.

A bolt of cloth is a yard wide and contains 40 linear yards of material. Cloth is often encountered in less than full bolts – in such a case consider each yard to be worth 1⁄40th of a bolt.

Cloth of gold is a fabric woven with a filling yarn wrapped in a band of high content gold filé. Cloth of silver substitutes the wrapping material. Samite is a luxurious and heavy silk fabric while Satin is a linen weave that has a glossy surface and a dull back.

The following chart provides guidance as to cloth's value.

Cloth and Accessories	
cloth	**Cost**
cloth of gold	100 sp / bolt
cloth of silver	20 sp / bolt
cotton	4½ sp / bolt
linen	7½ sp / bolt
samite	50 sp / bolt
satin	12 sp / bolt
silk	35 sp / bolt
wool	3 sp / bolt
accessories	
gold thread	6 sp / spool
lace	1 sp / spool
ribbons	5 cp / spool
silver thread	15 cp / spool

Tapestries: Tapestries serve the dual purpose of decoration and insulation. Unlike paintings, they are also comparatively durable, making their transportation and maintenance a simpler affair.

Quality Items

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SUPERIOR QUALITY ARMS & ARMOR

In HackMaster, magical armor, shields and weapons are rarified items possessing a storied history and great power. One would never expect to recover such a relic from a band of hardscrabble goblins or miscreant brigands.

There does, however, exist a middle ground between fabled swords such as Excalibur and workaday blades carried by common footsoldiers. These are known as "superior quality" items.

These weapons, suits of armor and shields offer superior performance to their ordinary quality analogues represented in games terms as +X. This parallels the bonuses of magical items albeit with smaller benefits. In general, superior quality items manifest a +1 to +5 bonus with anything beyond being the domain of magic.

Any bonuses represent superior quality in either metallurgy and/or craftsmanship. Whereas an ordinary (i.e. +0) weapon is fabricated of workaday iron with an edge ground down by the local weaponsmith's apprentice sufficient to conceal most of the pitting, a +5 weapon has a mithril alloy blade meticulously crafted by the finest weaponsmith and honed to a razor-sharp edge. Likewise superior quality armor and shields are constructed of work-hardened steel alloys precision fitted to offer the wearer excellent resistance to all but the strongest blows.

These quality items are themselves scarce and highly prized though not unique. A veteran mercenary could conceivable acquire several examples of such equipment even deigning to upgrade and dispose of lesser ones – an inconceivable affront were the items all truly magical.

Weapons

A superior quality (+1 or higher) melee weapon adds its bonus to both the wielder's Attack and Damage rolls.

If random determination of a weapon type is called for, use the chart on the following page.

Damaging Quality Weapons: If a roll on the Fumble table (p. 40-441) indicates damage to a Superior Quality weapon, it receives a contested check (DM's d20 vs. PC's d20+2x where x is the weapon's "+ bonus") to slough off the result.

For Example: Joe the Incredibly Unlucky rolls a natural 1 on his Attack roll and does not exceed the defender's modified roll. The fumble result is "Sheared (useless)". However, since Joe has a +5 longsword, he gets to roll d20p+10 and compare it to the GM's roll of a d20p. If he meets or beats the GM's roll, his blade is unharmed.

True Magic Weapons cannot be damaged as the result of a fumble.

Table 13.1: Random Weapon Determination	
Weapon	**d1000**
Axe, battle	001 – 042
Axe, hand	043 – 057
Club	058 – 063
Dagger	064 – 117
Flail	118 – 148
Knife	149 – 171
Lance	172 – 179
Mace	180 – 218
Morning Star	219 – 233
Pick, Military	234 – 245
Pole Arm, Bardiche	246 – 262
Pole Arm, Bec de Corbin	263 – 268
Pole Arm, Bill-Guisarme	269 – 273
Pole Arm, Fauchard	274 – 275
Pole Arm, Fauchard-Fork	276 – 277
Pole Arm, Fork, Military	278
Pole Arm, Glaive	279 – 297
Pole Arm, Glaive-Guisarme	298 – 309
Pole Arm, Guisarme	310 – 311
Pole Arm, Guisarme-Voulge	312 – 315
Pole Arm, Halberd	316 – 334
Pole Arm, Partisan	335 – 340
Pole Arm, Pike	341 – 347
Pole Arm, Ranseur	348
Pole Arm, Short Spear	349 – 371
Pole Arm, Spear	372 – 410
Pole Arm, Spetum	411 – 425
Pole Arm, Trident	426 – 433
Pole Arm, Voulge	434 – 452
Scourge	453 – 467
Scythe	468 – 473
Staff	474 – 512
Sword, Broadsword	513 – 554
Sword, Great Sword	555 – 585
Sword, Longsword	586 – 641
Sword, Sabre	642 – 663
Sword, Scimitar	664 – 686
Sword, Short Sword	687 – 725
Sword, Two-Handed	726 – 740
Warhammer	741 – 779
Warhammer, Great	780 – 791
Axe, Throwing	792 – 806
Crossbow, heavy	807 – 821
Crossbow, light	822 – 860
Javelin	861 – 905
Knife, Throwing	906 – 920
Longbow	921 – 943
Shortbow	944 – 982
Sling	983 – 000

Table 13.2: Quality Bow Restrictions		
	Min Str to use	Damage bonus
+1	12/01	+1
+2	14/01	+2
+3	15/51	+3
+4	17/01	+4
+5	18/51	+5

Superior Quality Bows: Quality bows are treated differently than melee weapons.

Much as with Odysseus' bow, such items are capable of higher draw weights permitting archers *with adequate strength* to increase the missile's velocity thereby inflicting more severe wounds.

A +1 bow may only be used by archers with at least 12/01 strength and all arrows shot with it inflict 2d8p+1 or 2d6p+1 depending on the type. *Exceeding the minimum strength requirement offers no bonus*. Thus a brutish archer (18/88 Str) still only adds a +1 damage bonus with a +1 bow.

Accuracy is not affected.

Superior Quality Crossbows and Slings: These items grant a damage bonus to projectiles launched from the device commensurate to their "+" rating though accuracy is not improved. Exceptional strength is not required to derive this benefit.

Projectiles: Arrows, bolts and like items add to both attack and damage rolls but are destroyed after firing either (50%) dulling to normal status or (50%) breaking completely on impact. Arrows and bolts are found in quantities of 2d12p.

Alternate Projectile Permanency Rules

You may wish to take a different stance on arrows (and quarrels, javelins and the like) treating them as more akin to Bard's Black Arrow from *The Hobbit* than a disposable round of extraordinary ammunition. This option is probably most suited to a campaign with a player whose character is a committed archery specialist (such as a cleric of the Great Huntress) as it provides additional role-playing and resource management opportunities (their special arrow collection becoming a focus of interest akin to a mage's spellbook). General adoption may prove overly fiddly to warrant limited gains when archery is a secondary component of play.

Using this option, superior projectiles are reusable at full efficacy if retrieved. Thus an archer could accumulate a number of special arrows – perhaps individually named – that he uses time and again to bolster his effectiveness with the bow.

Arrow Breakage: Arrows are fragile and can be broken upon impact. To simulate this, we employ the same mechanic as used with shield destruction. The only difference is that it is the archer who delivers the damage.

Projectile Damage (normal arrow)	Required Save (failure results in missile's destruction)
8 pts	Competing d20p roll, shooter gains +6 bonus
12 pts	Competing d20p roll
16 pts	Competing d20p roll, shooter suffers -6 penalty
20 pts	None; projectile automatically destroyed

Projectile Damage (quality arrow)	Required Save (failure results in missile's destruction)
12 pts	Competing d20p roll, shooter gains +6 bonus
18 pts	Competing d20p roll
24 pts	Competing d20p roll, shooter suffers -6 penalty
30 pts	None; projectile automatically destroyed

Superior quality arrows add their "+" to the competing d20p save.

Losing Arrows: Arrows may be lost to targets that successfully block them with shields and subsequently flee the battlefield. Similarly, embedded arrows (Chapter Two: Melee p. 18-19) may be lost to fleeing opponents.

Another insidious loss mechanism is, well, losing them. If outdoors, a shot that fails to hit the primary target as well as any secondary ones (see firing into melee) is considered temporarily lost. Anyone that has ever searched for a modern fluorescent vaned arrow in tall grass or a stand of trees can attest to the difficulty involved. Dun colored war arrows are even better at eluding one's perception.

Spending 30 minutes of time permits a searcher an [average] observation check to locate a lost arrow. Subsequent checks are of increasingly difficult [difficult, very difficult] and duration [one hour, four hours]. After 3 failed checks the arrow is irrevocably lost.

Distribution in treasure: Arrows are normally found in clusters of several missiles. If using this option, any such finds are limited to a single arrow or bolt.

Armor	Damage Reduction	Defense Adjustment	Initiative Modifier	Speed Modifier	Movement Rate Reduction	Type	Weight (pounds)
Leather	2	-2	0	0	none	Light	15
Leather +1	3	-1	0	0			
Leather +2	4	0	0	0			
Leather +3	5	0	0	0			
Padded	2	-3	+1	0	none	Light	15
Padded +1	3	-2	+1	0			
Padded +2	4	-1	+1	0			
Padded +3	5	0	+1	0			
Studded Leather	3	-3	+1	0	none	Medium	20
Studded Leather +1	4	-2	+1	0			
Studded Leather +2	5	-1	+1	0			
Studded Leather +3	6	0	+1	0			
Studded Leather +4	7	0	+1	0			
Ring Mail	4	-4	+1	+1	75% of max for jog, run and sprint	Medium	30
Ring Mail +1	5	-3	+1	+1			
Ring Mail +2	6	-2	+1	+1			
Ring Mail +3	7	-1	+1	+1			
Ring Mail +4	8	0	+1	+1			
Chain Mail	5	-5	+2	+2	75% of max for jog, run and sprint	Heavy	45
Chain Mail +1	6	-4	+2	+2			
Chain Mail +2	7	-3	+2	+2			
Chain Mail +3	8	-2	+2	+2			
Chain Mail +4	9	-1	+2	+2			
Chain Mail +5	10	0	+2	+2			
Scale Mail	5	-6	+3	+2	50% of max for jog, run and sprint	Heavy	60
Scale Mail +1	6	-5	+3	+2			
Scale Mail +2	7	-4	+3	+2			
Scale Mail +3	8	-3	+3	+2			
Scale Mail +4	9	-2	+3	+2			
Scale Mail +5	10	-1	+3	+2			
Splint Mail	6	-5	+2	+2	50% of max for jog, run and sprint	Heavy	55
Splint Mail +1	7	-4	+2	+2			
Splint Mail +2	8	-3	+2	+2			
Splint Mail +3	9	-2	+2	+2			
Splint Mail +4	10	-1	+2	+2			
Splint Mail +5	11	0	+2	+2			
Banded Mail	6	-4	+2	+1	75% of max for jog, run and sprint	Heavy	50
Banded Mail +1	7	-3	+2	+1			
Banded Mail +2	8	-2	+2	+1			
Banded Mail +3	9	-1	+2	+1			
Banded Mail +4	10	0	+2	+1			
Banded Mail +5	11	0	+2	+1			
Plate Mail	7	-5	+2	+2	50% of max for jog, run and sprint	Heavy	55
Plate Mail +1	8	-4	+2	+2			
Plate Mail +2	9	-3	+2	+2			
Plate Mail +3	10	-2	+2	+2			
Plate Mail +4	11	-1	+2	+2			
Plate Mail +5	12	0	+2	+2			

Note that there is a limit as to how much extraordinary material, superb design and master craftsmanship can build upon fundamental limitations of armor. Light armor is thus limited to a +3 bonus and medium armor a +4 bonus.

NOTE: Quality versions of armor do nothing to abrogate the strictures on its use by 'stealthy' characters (see PHB p. 52)

Armor

Well-crafted armors, though not actually magical, add 1 point to the standard defense of the armor type (reducing or even eliminating an armor penalty) and 1 point to the standard Damage Reduction value.

Armor found is of the type and size as shown on the chart below. Note that armor always requires re-fitting to be used by a new owner (costing about 10% of the armor value). Armor cannot be resized between races.

Randomly Determined Armor Sizes	
Roll (d%)	**Armor Size**
01-10	Dwarf
11-20	Elf
21-23	Gnome
24-28	Gnome Titan
29-31	Grel
32-36	Half-Elf
37-46	Half-Hobgoblin
47-51	Half-Orc
52-54	Halfling
55-00	Human

Shields

Shields add 1 point to a character's defense roll and reduce damage by an additional Hit Point if struck. They are also more difficult to destroy - gaining a cumulative additional point at each saving throw iteration.

Though the mechanics governing this process appear in the *Player's Handbook*, some confusion exists as to how the mechanics scale with regards to superior quality shields. In order to clarify this, a precisely defined extrapolation appears hereafter.

+1 Shields receive +1 to their DR and Defense Bonus ratings. They are also more difficult to splinter.

+1 Shield Damage		**Required Save**
Buckler Small	**M/L Body**	**(failure results in shield's destruction)**
10 pts	14 pts	Competing d20p roll, defender gains +6 bonus
15 pts	21 pts	Competing d20p roll
20 pts	28 pts	Competing d20p roll, defender suffers -6 penalty
25 pts	35 pts	None; shield automatically destroyed

+2 Shields receive +2 to their DR and Defense Bonus ratings. They are also more difficult to splinter.

+2 Shield Damage		**Required Save**
Buckler Small	**M/L Body**	**(failure results in shield's destruction)**
12 pts	16 pts	Competing d20p roll, defender gains +6 bonus
18 pts	24 pts	Competing d20p roll
24 pts	32 pts	Competing d20p roll, defender suffers -6 penalty
30 pts	40 pts	None; shield automatically destroyed

+3 Shields receive +3 to their DR and Defense Bonus ratings. They are also more difficult to splinter.

+3 Shield Damage		**Required Save**
Buckler Small	**M/L Body**	**(failure results in shield's destruction)**
14 pts	18 pts	Competing d20p roll, defender gains +6 bonus
21 pts	27 pts	Competing d20p roll
28 pts	36 pts	Competing d20p roll, defender suffers -6 penalty
35 pts	45 pts	None; shield automatically destroyed

+4 or better shields are true magic items. They mirror quality shield mechanics by adding their "+" to DR and Defense bonus ratings. However, they are NOT subject to breakage.

Other Quality Items:

Superior quality items are not limited to merely arms, armor and shields. Most anything can be built in a better than normal fashion.

Superior quality tools and equipment will offer their user a tangible bonus provided such use is intimately related to his job function. Details of this are discussed in Chapter 6: Between Adventures under the heading "Quality of Goods".

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Magic items that permit use of a power in effect replicating a mage spell are magical effects and not "spell casting." As such, they function at baseline spell efficacy and may not be bolstered by spell points. They are also exempt from the threat of spell failure.

ARMOR AND SHIELDS

Adurmak's Helm of Inscrutable Vision

Most attribute the origins of this item to an infamously greedy and deceitful dwarf named Adurmak Kelarr. However, considering that this is a bellows visor close helmet of a type most common to the Kalamaran Empire, it is unlikely that Adurmak (or any dwarf for that matter) crafted it for his own use. Given the reputation of chicanery so often associated with this notorious fighter/thief, he likely acquired it from its original owner in a dishonest game of knucklebones.

This helm grants the ability to peer through solid matter. To enact this effect, the wearer must stare intently employing every bit of concentration he can muster. After a minute, the object he's focusing upon will seemingly become translucent permitting visual inspection of its contents (if a container) or objects on the other side of a visual barrier such as a door or wall.

This inscrutably enhanced vision is limited to a range of 20 feet. Objects beyond this range retain their opacity to the viewer.

Note that when concentrating his sight, the viewer is effectively defenseless. The intense focus necessary to use this augmented eyesight is physically taxing. Any use of the item necessitates that the viewer must attempt a Trauma Save (PHB p. 235). Failure results in the lesser affect of a Migraine (or, if a PC already has the Migraine flaw, he suffers the full effects, see PHB p. 140). If the viewer succumbs to a migraine, then he cannot use the helm again until the headache passes or is relieved.

Tall tales relate that Adurmak regularly employed this item to peer through his opponents' cards and thus amassed a fortune. The plausibility of this story is contingent on your believing that anyone would ever play cards with a dwarf wearing a fully visored helm.

Boelain's Blocker

This shield was passed from grandfather to father and finally to son, ending up in the hands of Boelain III before disappearing during a pirate raid near Aasaer. The shield was presumed stolen, but a popular theory is that Boelain III himself joined a pirate vessel. His whereabouts have remained a mystery for the last decade but tales of a fearless buccaneer scoffing at fusillades of quarrels lend credence to said theory.

Boelain's Blocker is a fairly nondescript small shield, distinguished solely by three faded green arrows painted on its face. Sometimes called The Arrowguard, Boelain's Blocker is a small shield +2. In addition to its customary defensive capabilities, its claim to fame is that it provides cover value as if it was a large shield (11 or 6 if actively crouching behind it) against any missile attack.

Mort Noir's Clandestine Studded Leather

The expert assassin known only as "Mort Noir" was an object of fear and dread a generation past. This villain's exploits were legendary in the elite circles of scheming nobles attending court in Bet Kalamar. Tit-for-tat killings were the norm for the byzantine politics of the day but Mort Noir stood head and shoulders above peers. So great was his reputation that princelings began to employ teams of the fiercest

Magic Item Permanency

Magic items are legendary relics imbued with supernatural power. As befits such items that have persisted for sufficient time to become storied, they are nigh indestructible. Such weapons, shields and armor are impervious to both normal wear and tear and even extraordinary circumstances that might compromise a non-magical analogue. As such, weapon damage via fumbles, shield breakage and armor damage rules simply do not apply to these objects. If they did, surely some fool claiming temporary ownership would have fallen afoul of the laws of probability and witnessed the item's destruction long ago.

Such articles are not, however, imperishable. Each has a fundamental weakness that, if exposed to said, will destroy it. It is suggested that you use this facet of the object as a strategic plotline in your own campaign when introducing the magic item. Since each campaign is different featuring varied adversaries, geographical loci and accumulated history, only your contribution can truly make the object's weakness relevant to your players.

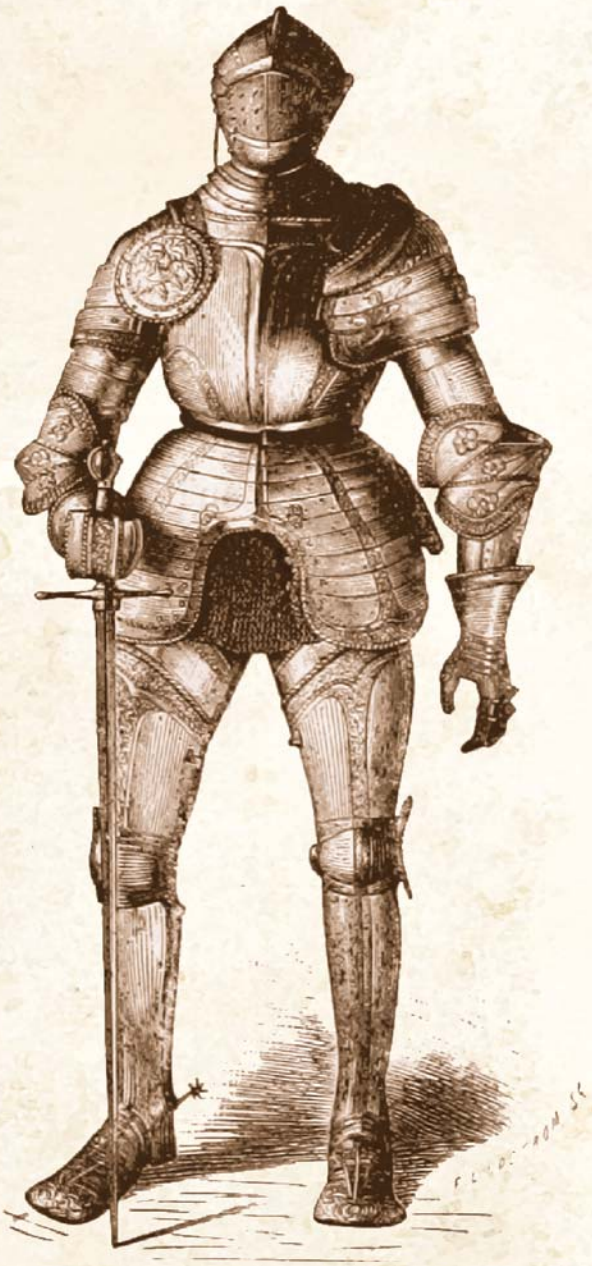
The following chart is meant primarily to serve as inspiration. That said, results could be randomly generated and applied to a particular item should you be short of time.

1	Drowned in the river Styx	**21**	Willingly gifted to a beggar
2	Smashed at midnight on the eve of years by a twice blessed deadman	**22**	Stolen by a woman/man/dwarf/Halfling/elf
3	Washed in the blood of a sinless man	**23**	Dropped to the bottom of the Great Fissure
4	Buried in heart of the world	**24**	Stepped on by a Cyclops
5	Tossed into an active volcano	**25**	Eaten by a tree in the Ashul Weald
6	Broken by an elf and a dwarf in concert	**26**	Crushed by a worm in the Netherdeep
7	Devoured by a dragon	**27**	Washed in the blood of an elven virgin
8	Cast into the Kalamaran sea by a pirate	**28**	Tossed into a still moonlit pond on Midsummer's Night
9	Broken by the hand of a toddler	**29**	Kissed by the daughter of a barren woman
10	Smashed by another magic item	**30**	Devoured by a Demon Prince
11	Crushed by the heel of a god	**31**	Crushed in Hell's ninth gate
12	Cursed by the tongue of the Creator	**32**	Sprinkled with Holy Water while blessed by a Sil-Karg
13	Slithered across by an earthworm	**33**	Struck through the heart of the first vampire
14	Destroyed when employed to destroy its purpose/nemesis	**34**	Placed under a pillow overnight
15	Return it to its own world	**35**	Used to slay its creator
16	Death of the owner by the hand of a lover	**36**	Crushed by the foot of a butterfly
17	Wrapped in silk	**37**	Sharpened by a herring
18	Bury in the Nickel Basin	**38**	Cross the sea on the back of a giant turtle
19	Smashed by a Sphynx	**39**	Swallowed by an enormous fish
20	Traded to Nine Toes, the Beast of Iniquity	**40**	Fetched by Cerberus

Fhokki barbarians as bodyguards paying top coin for notable victors of the gladiatorial arenas. Against this formidable new challenge, Mort Noir fitted himself in the finest armor any surreptitious executioner could desire.

The human-sized armor features chimera-hide leather dyed matte black and is fitted with ebonized mithril alloy studs. Its raison d'être is to benefit those seeking superlative protection while pursuing their nefarious capacities. The suit is exceptionally crafted being lightweight yet ballistically resilient. The shoulders, elbows and knees are reinforced with noise muting woven spidersilk.

Due to its phenomenal construction, anyone clad in Mort Noir's Clandestine Studded Leather suffers no additional Initiative penalty and is treated as if wearing no armor with respect to thief skill checks (save for Identifying and Disarming Trap and Lock Picking). Excepting these qualities, it is otherwise a suit of Studded Leather Armor +4.



DR 7, Def Adj 0, Init Mod 0, Speed Mod 0

No one knows what fate befell Mort Noir or, for that matter, if he ever existed at all. This exquisite body armor attests to the fact that somebody with deep pockets and a desire for stealth certainly existed though.

Ceozaar's Enduring Plate Mail

Ceozaar, a Reanaarian hero from an ancient age, forged his reputation by battling Cyclopes plaguing the coastline of his homeland. He became so formidable that even the massive creatures he hunted knew him by monocular sight. Ceozaar eventually perished at the hands of Haazamoor Single-Eye, a massive Cyclops king with a vicious reputation for killing and eating men. Despite his victory, old Single-Eye paid a hefty price when Ceozaar's spear found his eye during their climatic battle, permanently blinding him. Poets claim Haazamoor survives to this day, a bitter, wretched creature hiding in a remote cave where he can hear the ocean tide wash against the rocks. They say Haazamoor claimed Ceozaar's corpse (and thus his armor), taking it deep into his seaside cave to keep him company.

One of Ceozaar's most prized possessions was his armor, a suit of battered and dinged plate mail he won from a former swordmaster. The well-worn appearance of the armor is intentional and acts as a deterrent to covetous adversaries. Every scratch, dint, and pit was intentionally wrought into the armor during its forging. Over the years Ceozaar was drubbed by massive clubs more times than anyone would care to count, but somehow his armor always managed to survive intact and mysteriously never exhibited any new scrapes or dents. Ceozaar's Enduring Plate Mail is an enchanted set of +6 plate mail.

DR 13, Def Adj 0, Init Mod +2, Speed Mod +2

Silverscales

Ancient texts make mention of trading between sea elves and men living along the coastlines. Such stories are not false and even today there are villages and sailors who claim to exchange goods and services with mermen, sea elves and other more exotic creatures. Silverscales is just one item said to have originated beneath the sea – a construction of the sea elves given to men.

This suit of supple scale mail is unusually lightweight and malleable. It is constructed from shimmering silvered plates shaped into the form of scales that gently flex if pressed.

Silverscales functions as a suit of scale mail +6. Submerging oneself into a body of water will further reveal the powers of this armor. The armor can never be rusted by any means and its wearer can breathe underwater indefinitely.

DR 11, Def Adj 0, Init Mod +3, Speed Mod +2

Daltharr's Helm of Concentration

Daltharr of Gothmerr was a legendary curmudgeon that made little effort to hide his absolute disdain for mages. It wasn't the

garden variety Fhokki dislike and mistrust either – this was deep, dark, pure hatred. No one knew or knows much about his past, and in the seedy taverns frequented by those in the blood trade there is much conjecture when the old stories of Daltharr are brought up. Some say a wizard killed his sister, others postulate that a mage raped his mother, still more drunkenly shout down this malarkey insisting that two – TWO — mages kidnapped and tortured him as a child by performing cruel experiments. There will even be those who claim that he failed in his own quest to become a mage and thus hated them all.

Whatever the case, Daltharr was known for making his business clear: "You need a mage killed? I'm your man." Where others trembled at the power of a spellslinger, Daltharr always seemed oddly confident, delighting in cutting down mages with his battle axe. Around the time of his death, a novel theory started circulating. "It was his helmet I tell ya! That's where he got his power from!" As always, there was a bit of truth to the rumors. Daltharr passed away at the ripe old age of 64 and his helmet was carefully packed in a crate, put on a wagon, and sent back east towards Gothmerr. Or so the wagonmaster insists, as it has not appeared hence.

Daltharr's Helm of Concentration is a peaked helmet which greatly increases the wearer's Mental Saving Throws. A sorcerer attempting to influence the mind of such an individual will find it incredibly difficult to delude, trick or control him. Functionally, it provides a +5 modifier to Mental Saving Throws. This bonus is supplemental to any other bonuses or penalties he may possess. The wearer receives an additional +1 bonus if he is a non-spellcasting Fhokki human.

When battling any creature employing magic spells (be it a mage, cleric or some creature with spell-like powers), the wearer is subject — ironically — to becoming instilled with Daltharr's irrational hatred of mages. This effect is identical to the quirk HackLust with a couple of caveats: 1) The effect can be triggered by scoring a sufficient blow on a bodyguard or minion. 2) Once triggered, his focus is centered on the spellcaster. He must attempt to disengage with any other combatant – even at the risk of grievous injury – in order to pursue his quarry.

Ferric's Indestructible Shield

This medium shield is of dwarven contruction and considered a relic among the Ka'Asa dwarves having once belonged to the legendary dwarven rebel Ferric Gunterm. The shield was his constant companion as he and his kin fought for their freedom against the Kalamaran army and their giant allies. It was last seen in Ferric's grasp as he held it aloft to shield himself from a collapsing subterranean tunnel. It's said that Ferric instigated the cave-in himself, sacrificing his life to grant his fellow rebels an opportunity to flee to safety whilst denying their foes any chance of pursuit. Buried deep in the Ka'Asa Mountains, the shield is considered lost to dwarvenkind.

Though it looks fairly utilitarian to the untrained eye, it was clearly expertly crafted by dwarven hands and constructed from ironwood rimmed with admanatite. The only decoration on this protective device is the image of an anvil, forged from blackened iron and set with small black diamond flakes, set in the center of the shield. The shield is enchanted, acting as a medium shield +6. It cannot be broken by any impact regardless of severity.

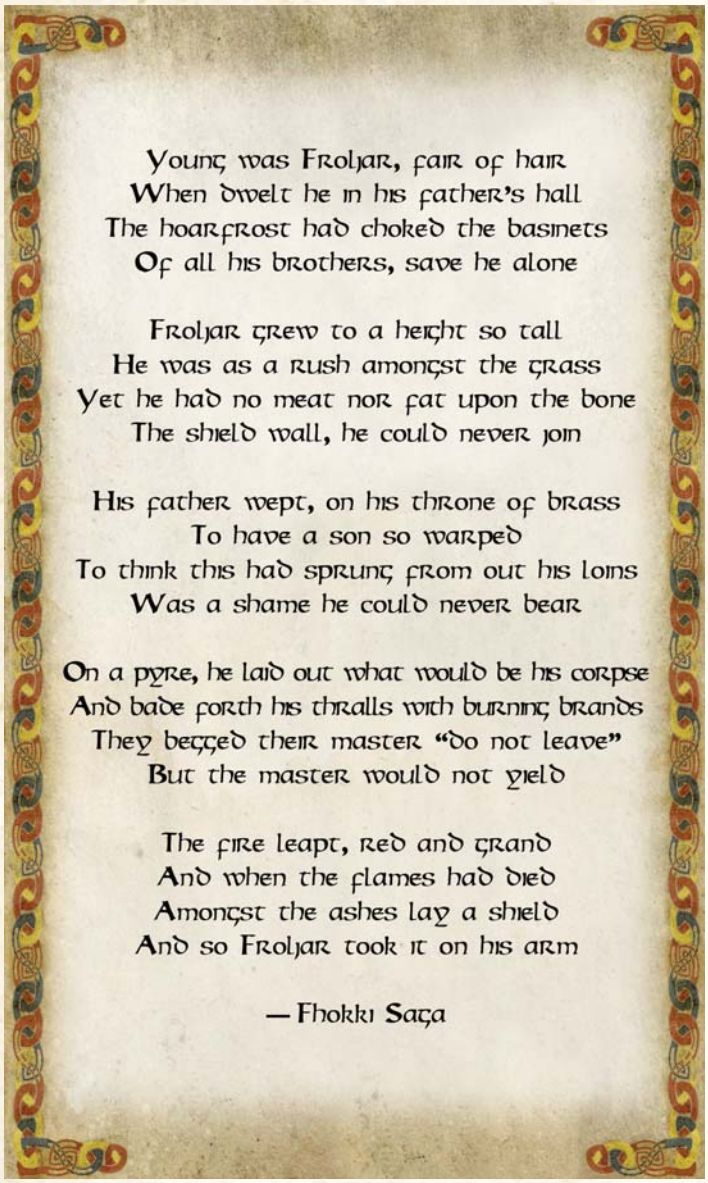
Farrik's Indestructible Shield served as a symbol of rebellion and a rallying cry for the Ka'Asa dwarves who resisted (and continue to resist) Kalamaran occupation. Any dwarf recovering this item and wielding it near the Ka'Asa mountain clans will certainly draw attention to himself, possibly becoming a focal point for their resistance. A non-dwarf employing this shield will find his welcome far less receptive.

Froljar's Shield of Stoutness

Froljar Fairhair was a great chief who lived amongst the snowy peaks of the Jorakk Mountains. Skaldic poetry tells that despite his reedy, lithe build no one could displace Froljar once he planted his feet firmly and braced himself behind his shield. Many skalds point to this shield as the source of his uncanny resoluteness while others sing that it was force of will alone that allowed Froljar to stand against his adversaries. One narrative point that the skalds do agree on, however, is the nature of his death. In all the sagas, Froljar always meets his fate shoved over the edge of a cliff into a deep, glacial chasm. Shield or no, it seems even Froljar couldn't resist the punishing assault of an enraged giant.

Froljar's Shield of Stoutness appears to be a medium sized shield painted with colorful spiraling designs in the style of a Fhokki warrior's. Its surface is pitted and covered in dents, slashes, and scorch marks. Those wielding Froljar's Shield of Stoutness gain not only the benefits of a +4 (medium) shield, but also are treated as possessing the "Stout" talent (and thus are more difficult to knock back).

Def Bonus +10, DR 10



Hilu'A's Helm of Honor

In Kasidu, they speak reverently of Hilu'A, a warrior woman who protected the village from terrifying beasts that would emerge from their refuge in the Paliba Woods. Hilu'A rose to prominence, first for her exploits, then as a leader of the community. Whenever the town was threatened, she was the first to don a helm and spearhead the defense. After years of success, she met her end as the sole survivor of a routine patrol ambushed by an ominous woodland monster. Mauled beyond recognition, she managed to crawl for several miles back to Kasidu. She died the following morning, feverish and rambling about a many-headed beast. Most believed this creature to be some form of delusion brought on by her horrific injuries.

One of Hilu'A's signature items was an extremely detailed helmet she wore whenever on patrol. Unlike most protective devices, this one was designed specifically for a woman. Crafted of elven steel and trimmed in gold and silver, the helmet is light but no less protective. The open face is trimmed in gold and gives way to a conical top, ending in a tassel. The back is cut high, allowing room for hair to flow out from underneath.

The helm provides no bonus to defense or DR over and above that provided by the wearer's armor nor does it detract from said. However, any critical hits to the following locations: Head, side; Head, back upper & Head, top are reduced in severity by 6 (supplemental to any armor worn, e.g. a fighter clad in plate mail and wearing this helm reduces the severity of critical hits to the aforementioned areas by 13 instead of the standard 7 that plate mail alone would provide). It fits size M characters.

Should an arcane spellcaster wear this helm, it provides the same disruptive effects as leather armor. Such penalties are cumulative with any other armor (i.e wearing the helm and leather armor provides double the penalty).

In addition, anyone wearing this helm derives the metagame benefits of being in one higher category of Honor (e.g. a character in Average Honor by virtue of their Honor score and level now receives a "mulligan" once per game session and the 1 point bonus to any single die roll per session). Ancillary benefits of Honor do not apply.

Note that any non-elf males and all dwarves who insist on donning this helm cannot help but to develop the Fop quirk after a month's time. Said quirk will immediately abate should they part with this item.

Peasor's Greaves of Trollkin Control

This set of protective leg plates is described in several legends regional to Kalamar and the Reanaaria Bay. Reportedly they were once precious to a famous hero named Peasor Lorot. In fact, the leg plates are considered part of a set of items commonly referred to as Peasor's Kit, which includes the Greaves of Trollkin Control, the Grey Gladius, and the Moon Shield. Unlike the shield and sword, the Greaves of Trollkin Control also surface in several other harrowing tales featuring different heroes, either before or after Peasor's time. Because of the potential danger in using the greaves, it's entirely possible several unfortunate souls claimed ownership throughout the years. The current whereabouts of the greaves are a mystery, though most historians believe that Peasor took them with him to his grave.

Peasor's Greaves of Trollkin Control are bronzed leg greaves, typical in design to those worn by Kalamaran gladiators and soldiers. Both shin guards must be worn in order for the magic to be effective. The greaves do not, on their own accord, provide sufficient protection to warrant additional DR nor do they

contribute to a mage's chance of spell failure should he wear them. Their benefit is in the preternatural control they can effect upon trolls.

When the shin guards are rapped with a metal instrument (such as a sword or spear head) and the command word is spoken, every troll in a 30-foot radius must make a Saving Throw (Mental) vs. the wearer (d20+CHA morale modifier). Any troll failing becomes a thrall under complete, albeit it tenuous, mental control of the wearer of the greaves.

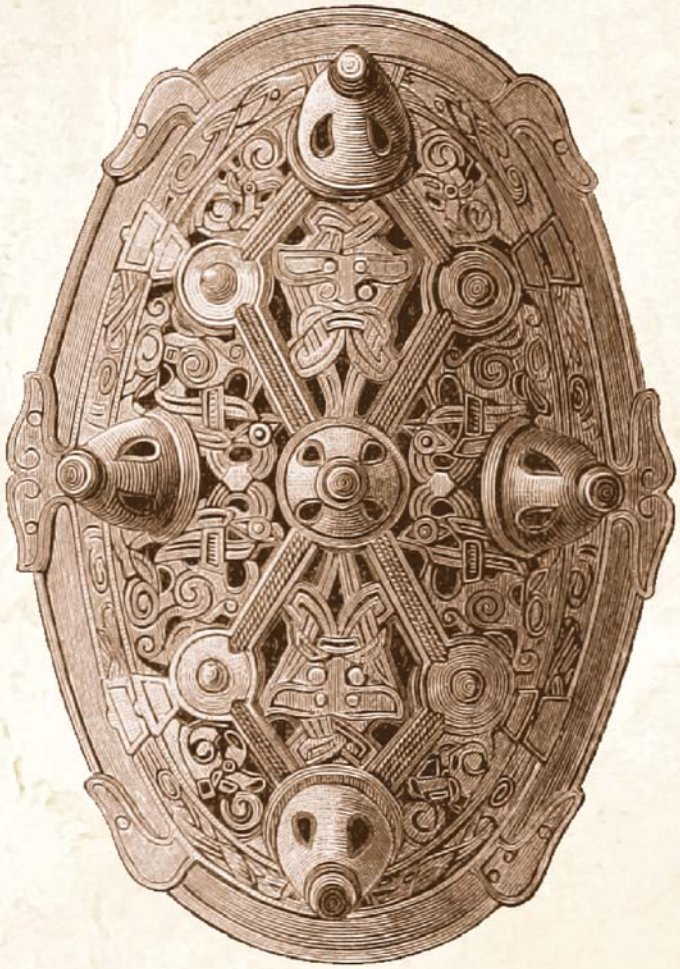
Despite the obvious powers inherent in the leg plates, there is a great risk in using Peasor's Greaves of Trollkin Control. Each troll under the unnatural command of the user constantly struggles against this resented domination. As such, controlled trolls are granted subsequent Saving Throws every 30 seconds in order to break free of the beguilement. It bears noting that the more trolls under control by the wearer of the greaves, the more difficult it is to keep them in line. A +1 bonus is granted to all troll Saving Throws for every troll under control beyond the first. For example: if there are four trolls being dominated, they each gain a +3 bonus to their subsequent Saving Throws to throw off the mental domination. Once freed of this mental slavery, a troll can never be dominated again by this item and these emancipated trolls will make every effort possible to attack and kill the wearer of the Greaves of Trollkin Control, Attacking Aggressively in their efforts to do so.

Commands must be relayed vocally. The mental bond established overrides any language barriers, but the trolls must be able to hear whatever command is given to them. Controlling even one troll is a taxing experience and thus no other physical action (aside from walking) can be undertaken while exerting such control. While using the greaves the wearer's defense die is reduced to d8, though control may be willingly dropped to gain a normal defense roll.

The domination lasts until the wearer willingly liberates the trollkin thrall, the troll breaks free of the beguilement, or the troll spends at least 30 consecutive seconds at least 60 feet away from the wearer of this item. In general terms, controlled trolls will only perform actions that are in keeping with their personality. Killing and breaking things certainly fall within this purview of acceptable dictums. Commanding a troll to perform a questionably benevolent act permits an immediate save while instructing it to perform any action certain to result in its direct destruction immediately breaks the user's hold.

Peasor's Moon Shield

Also known as Peasor's Protector, this oval body shield is constructed of fire hardened lacquered hardwood and trimmed in adamantite. The shield is decorated with interlocking knot work painted as if the pale light of the moon shone upon it. A large hand-painted half-moon scrawled onto the shield, faded and chipped from age and abuse is the only notable decoration. This particular shield gained a measure of fame as the protective device of Peasor Lorot, a Kalamaran hero of note and is part of what is known as Peasor's Kit. The Moon Shield is an enchanted +6 Body Shield. It is believed to have been lost when Peasor perished.



Rogvimel's Helm of Clear Thinking

Rogvimel was told he was paranoid all his life. Some even went so far as to say he was crazy. Even his few close friends acknowledged he was a bit eccentric but he fervently insisted with good reason! He was convinced that his various conspiracy theories and phobias all had perfectly good facts and figures backing them up.

Rogvimel was a blacksmith by trade and quite a good one by all accounts. That he did not demand onerous compensation as nearly all such craftsmen do resulted in his paranoid ranting and raving mostly being overlooked. However, if a customer had the unfortunate displeasure of finding themselves stuck in conversation with Rogvimel, it quickly became clear what his favorite topic was: mind control. Invariably he would disclose in excruciating detail a conspiracy theory in which a cabal of spellcasters was attempting to influence people's thoughts and thus gain complete domination of the world.

He was so addled by this paranoia that he devoted many long years in his shop developing a solution. So it was that Rogvimel created the Helm of Clear Thinking that he was thereafter never seen without. Inestimably proud of his accomplishment, he was delighted to show it to all who remarked upon it. Though dismissed as nothing but an ordinary iron helmet with a thin layer of tin on the inside, when Rogvimel inexplictably disappeared around the same time a strange old man with a long gray beard was allegedly seen poking around his shop, those doubters began to reconsider his rants.

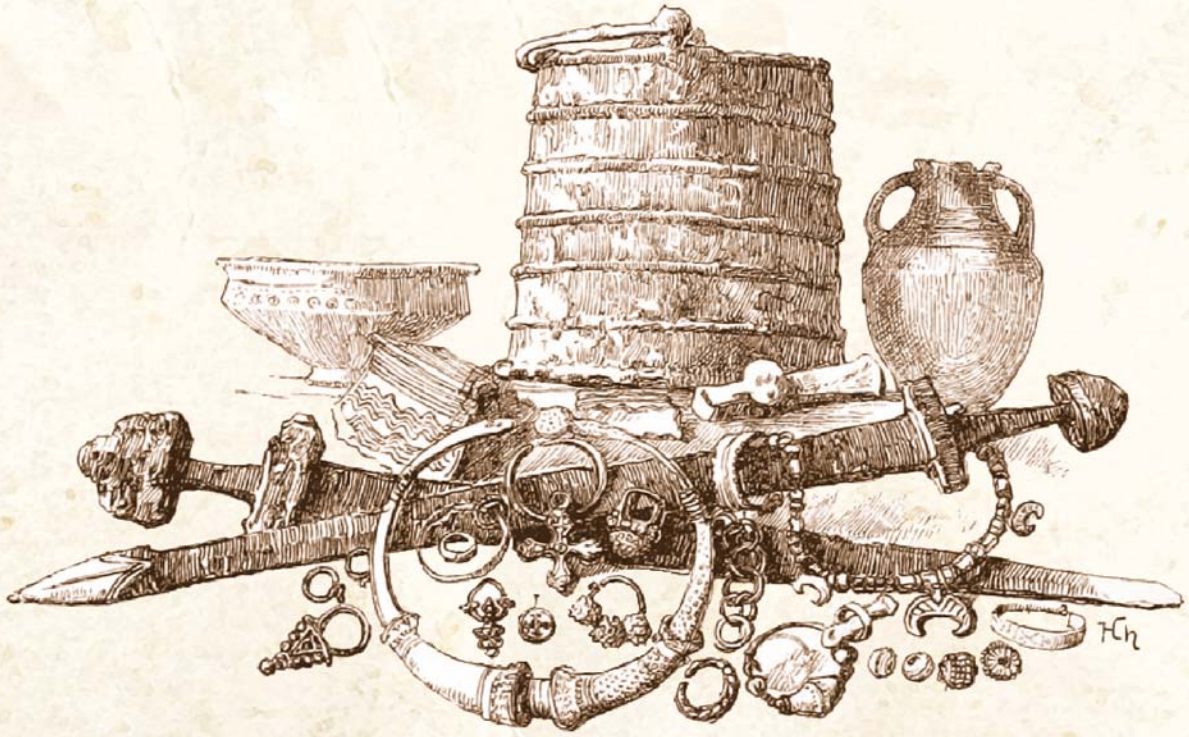
When worn, Rogvimel's Helm of Clear Thinking grants the wearer immunity from charms of all kinds be they magical in origin or not (to wit, any charm spell or the powers of monsters such as a dryad, siren, or other mind-influencing creature, but not mundane skills). However, the owner of the Helm will slowly become mentally addled in a manner eerily similar to Rogvimel. After each fortnight of ownership, the GM must secretly roll a d20. If the result is 1, the PC has developed the Paranoid quirk. Continued ownership after paranoia develops may result in gaining the Conspiracy Theorist quirk (the GM should continue to make these periodic checks as long as the PC maintains possession of the item, but note that no additional BPs are gained if the PC succumbs to these quirks). Initially, a single theory manifests in the character's conscious mind (the GM should develop this crazy theory and present it to the player as a *fait accompli*). However, given sufficient time, the PC will invariably develop other theories (in game terms, each 1 rolled by the GM results in a new conspiracy theory). The helm may be lost, discarded or sold but the mental afflictions remain for life.

JEWELRY

Brooch of the Stars

The elves of Doulathanorian spend a great deal of time in contemplation of the stars. From their observatories in the high canopy of the Edosi Forest, elven astrologers plot the movements of cosmic bodies and record them in ancient tomes of knowledge kept secret from outsiders. It is rumored in human settlements near the edges of the Edosi Forest that the Doulathanorian elves are able to use this collection of celestial lore to predict the future, but educated men dismiss such notions as merely the speculative habits of ignorant peasants.

Vela Vitisar was considered an unusual woman in Bet Urala. Though she had been born a noblewoman, she cared little for the trappings afforded to her social stature. While the other ladies and lords about town busied themselves in their preparations for galas and balls, Vela could often be found gazing at the night sky over the bay, all while taking copious notes in a small journal she always kept at her side. Many times she begged her father to allow her to travel to one of the great centers of learning in Bet Kalamar so that she might study under the renowned mathematicians who



reside there. The most Vela's father would consent to was to hire private tutors from around Bet Urala, but soon Vela had outstripped their parochial knowledge. So, after a year spent spinning her wheels in Bet Urala, Vela resolved to run away to Bet Kalamar to continue her studies, the wishes of her father be damned. Vela disguised herself as a man and joined with a caravan headed towards the great city. By the time her father realized that Vela had flown the coop, it was too late. Word came to him that the caravan she was believed to have joined had been waylaid by roguish elves near the edge of the Edosi Forest. The caravan master had given fight to the elves, thinking they wished to rob him and a skirmish had broken out. In the confusion, Vela had vanished. After months of searching, Vela's family had given her up for dead, slain either by the elves or by the creatures of the forest. Funerary rights were undertaken and the family went into mourning.

Five years later, however, Vela reappeared in Bet Urala, much to her family's astonishment. By now, she was a changed woman. She was dressed in the draping silvers and grays of a lady of Doulathanorian and she wore a calm expression of distant contemplation always on her face. Pinned to her diaphanous gown was an unusual brooch of silver wrought in the stately curving motifs of elvendom. She still stayed up long evenings in study of cosmic motions, but now other young people of Bet Urala, eager to learn what secrets of the night sky she had learned amongst the elves, attended her late watches and listened to her lectures in rapt attention as she pontificated on the nature of stars and planets.

The Brooch of the Stars is an exquisitely made brooch of silver in the shape of a swirling night sky dotted with small, white citrines and a white opal in the shape of a gibbous moon. Those who wear the brooch will find that their knowledge of astrology has increased by 25% and that they are able to always find north on a clear night.

Brovled's Rings of Reciprocation

This unusual item first surfaced in Pel Brolenon on the finger of "Brutal" Brovled Debdrel, a notorious slaver. Brovled led raids into the southern reaches of Mendran, capturing and enslaving hundreds of people. To ensure his personal safety, Brovled would give one of his slaves a mysterious ring and bind him inside of a caged wagon before gleefully entering battle with those seeking to apprehend or kill him. To the documented astonishment of both Brandobian soldiery and followers of the Guardian, Brovled was inexplicably unbloodied by weapons that by all account stuck true during these encounters.

Though his reputation was buoyed by these incidents, the mystery was accidentally solved when an errant arrow caught the caged slave in the throat, instantly killing Brovled. Afterwards the rings disappeared, never to be seen again.

This set of identical brass rings, also known as the Wedded Rings of Wound Sharing, function only when both are worn by separate individuals within 50 feet of one another. Only sapient living beings (thus excluding animals and the undead) may benefit from this set of rings. Each person wearing a Ring of Reciprocation sustains any and all damage that the other person is subject to, and vice versa. All damage to HP or ability scores, knockbacks, and critical hits are transferred to the other wearer with one exception – if a blow kills a wearer of one of these rings, the stigmatic link is severed and subsequent wounds will affect the individual targeted. Armor, magic and game mechanics such as "burning Honor" are ineffective at countering transferred injuries, as said were actually sustained by the other wearer of the set (though they can still be used to reduce original damage).

For example, Ranka the fighter is wearing one of Brovled's Rings of Reciprocation and a suit of ring mail (DR 4) when she is struck by an orcish axe for 11 points of damage. After discounting for her DR, she sustains a 7 point wound. The ring transfers this wound to the other ring bearer, Brognan. Brognan thus suffers a 7 point wound regardless of any DR that he may have as the wound is transferred directly to his body.

Dimarafar's Debilitating Rings

Dimarafar Fapemas of Bet Kalamar was an inveterate gambler best known for his love of gladiatorial sport and his abundant stable of skilled warrior slaves. Bitterly competitive, Dimarafar hated to lose when betting heavily on his own men. Whispered voices, however, insinuate that on occasion, the slaver quietly placed an extravagant amount of money against one of his highly skilled (and heavily favored) warriors via a third-party intermediary. To fix the contest, Dimarafar would "reward" his champion prior to the start of the match with a small copper ring, green from patina. These rings became known as Dimarafar's Debilitating Rings.

When slipped on a finger, the Debilitating Ring induces the wearer to grossly misjudge his opponent's timing and inadvertently step into blows he otherwise might have dodged. In all cases when mounting an active defense (that is when rolling a d20p, d20p-4 or d12p for Defense), the GM secretly applies a -4 penalty. This penalty is not applied to the d20p roll used against missile weapons or for the d8p roll when helpless or attacked from the rear.

Removing the ring proves impossible, as it always seems to strangely and unbeknownst to the wearer shrink in size. Severing the digit does, however, permit removal.

If a Dismiss Enchantment spell is applied to the ring, it receives an opposing roll of d20p+24 to resist being temporarily demagicked. If successful, the ring may be removed sans amputation

Ghanim's Ring of Hindsight

Zhulurahn Ghanim of Rismish was known as a fickle leader obsessed with his day-to-day reputation and personal image. He was always more concerned with how his actions (and the actions of those representing him) were perceived here and now, rather than the long-term effectiveness and consequences of his decisions. There are several documented accounts of Zhulurahn publically lashing out at underlings after their actions brought dishonor to the city (as thus to Zhulurhn personally). After his passing, Zhulurahn's family discovered a mysterious ring in his possessions – an item they believe Zhulurahn employed to correct the (few) palpable errors he made in life.

This item is a band of gold set with a small onyx. The ring has 7 charges and its power is invoked by the wearer's palpable regret at the outcome of an event in which chance played a part (e.g. a die determined outcome).

From a metagaming standpoint, each charge functions as a "mega mulligan" by allowing the *player* to re-roll a single die result or forcing an opponent to re-roll a die provided that roll directly affects the player's character. Thus, for example, a charge could be expended to re-roll an Attack die, a single Damage die or a Saving Throw or to force an opponent to re-roll a Critical Hit, a single (egregious penetrating) Damage die or even a contested Saving Throw die for a spell that could affect the character. It cannot be used to force a re-roll of a result exclusively affecting a third party (such as forcing a re-roll of a Critical Hit on an ally). The *character* need not take any specific action to invoke this power.

This re-roll cannot be used for metagaming rolls (such as hit points).

When all the charges are expended, the ring loses all magical properties. Any value it may still possess is purely material.

NOTE:
The Ring of Hindsight affects ONE SINGULAR ROLL. It does not permit backtracking once subsequent roll(s) stemming from the first are made. Thus if a character suffers a critical hit, he cannot wait to see how it plays out via subsequent damage and location rolls to see if it's worth expending a charge. Either he forces a reroll of the Attack die or he proceeds to accepting it as *fait accompli*. Once the damage dice are rolled, his only choice is if he wants to force a reroll of ONE of *those* dice.

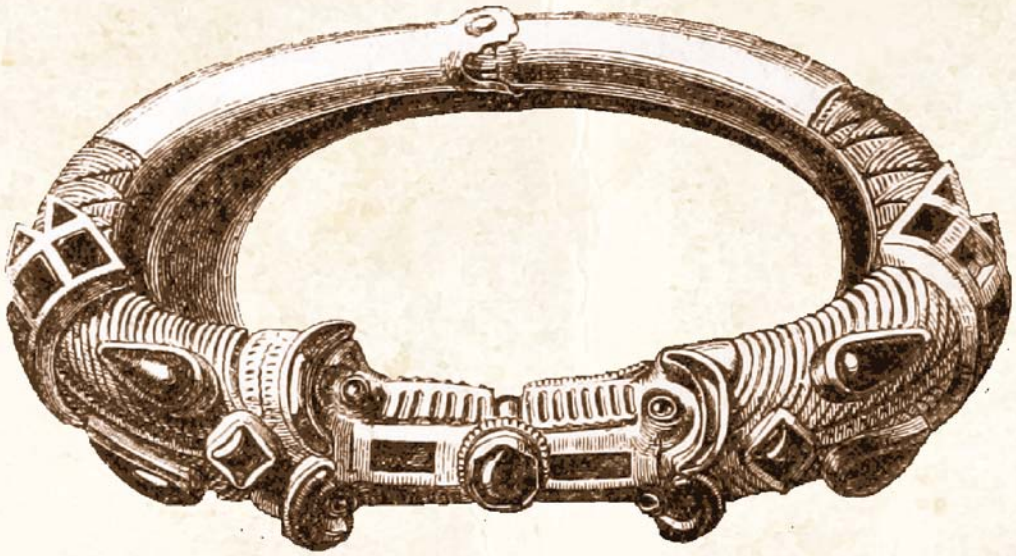
Gorinimar's Ring of Berserk Strength

Gorinimar Esaki, a sage from Norr-Bharr, wrote of a battlefield he once stumbled upon, "I came upon the scene with trepidation. Arrayed around a singular little kobold were an array of eviscerated corpses, some kobolds and others human. Most of the fallen bore deep lacerations as from an axe blade. I could find but one creature with such a weapon. Therefore I gained the impression that this creature, no more than half my height, slew a majority of those lying there. It seemed not to matter if the opponent was friend or foe, all suffered at the hands of this tiny menace.

By all appearances he must have succumbed to his many wounds leaving no one to tell the tale of precisely what transpired. In searching the body, purely for academic reasons, I discovered an unusual ring on the creature's middle finger. It was a simple band of wrough iron, but it seemed to pulse with a strange intensity. I pocketed the ring, hoping to examine it later to determine if it somehow related to the carnage."

The ring confers its magical powers if, and only if, worn on a person's middle finger. Said power takes effect only upon the wearer delivering a critical hit. Once this occurs, the wearer is instantly sent into a raging furor (similar to the Hacklust quirk). Additionally, the wearer's Strength immediately increases by 6 points (to a maximum of 20/51), Trauma checks are ignored as are spells requiring a Mental save and total hit points are effectively doubled. *For example, Brognan the fighter has a maximum of 40 hp and has suffered a 13 point wound (putting him at 27 hp). He scores a critical hit while wearing the ring and his maximum hp doubles to 80. Accounting for his preexisting 13 point wound, his current hit points are 67.*

This battle frenzy is not without its downsides. The GM secretly records all damage sustained while berserk. The player is thus unaware as to the precise extent of his



injuries and may die when the frenzy lapses and his bonus hit points vanish. Furthermore, the berserker can only differentiate friend from foe as targets of relative priority. If all high priority targets are slain or are beyond the wearer's ability to reach (flying, across a chasm, etc), he will begin to attack his comrades (starting with the closest person). Additionally, whilst frenzied, the character may not retreat or use any defensive combat moves, may not employ ranged weapons and certainly may not cast spells.

The crazed effects of the ring last for 60+d20p seconds from the last critical hit scored (thus a 2nd or 3rd crit extends the frenzy – he's on a roll!) or until he's killed. Once this ring brings out a creature's inner battle lust, it may never be removed save by severing the finger.

Lemeta's Ring of Storing

Lemeta's Ring of Storing is one of the fabled rings of Lemeta, an Elven wizard who lived near what is now Cosolen many ages ago. She amassed great power there before the Brandobian people crossed the land bridge from lands afar. It is said that she crafted five magical rings that augmented her arcane power, but almost any accurate record of them is lost. About the time the Brandobians settled around the Lendelwood, she mysteriously disappeared leaving only myths and legends of her beauty and terrible power. How she was able to achieve such feats with metal and magic is an open question, although there are some who posit that she had a special relationship with the far away dwarves of Karasta – a theory that gravely discounts elven finesse in the arts of metalworking. At least two of her rings remained on the continent, this being one of them.

The ring is strangely constructed, resembling the heads of two wide eyed jackals peering at oneanother. Its power is to act as a reservoir of magic energy (quantitatively expressed as Spell Points). The owner can stockpile a portion of his total spell point capacity as a power cache in the band. The percentage depends on his Arcane Lore mastery (Novice 10%, Average 20%, Advanced 30%, Expert 40% and Master 50%). For example, a 10th level mage (1030 SP) with Advanced mastery in Arcane Lore could store up to 309 SP in the ring. There is no inherent limit to the quantity of SPs that can be banked and thus the item's utility increases as the wearer gains levels and mastery in Arcane Lore.

Most spellcasters will opt to fill the band in the interim between their perilous ventures when they have the leisure to expend their SPs on ancillary duties. Note that investing sp in the ring does not reduce your total sp. For example, if the same 10th level mage (1030 sp) invests 309 SP in the ring, he would have 721 SP remaining for other usage. After resting to recuperate his spell points, he would then possess 1030 SP as well as the ability to draw upon the 309 SP he invested in the ring the previous day.

While Lemata's Ring of Storing may at first blush appear to be a magician's dream come true, such power comes at a cost. The caster must physically invest a portion of his vitality into the ring in order to inaugurate this cache. In game terms, for every 25 SP (or portion thereof) he stores in the ring, the mage forfeits one hit point. Thus, per the previous example, the mage storing his maximum permissible quantity of SP in the ring (309) has lost 13 hp temporarily. Arcane spellcasters making such an investment must adjust their Threshold of Pain to reflect this and, obviously, stand a greater chance of being killed. Reducing the size of the magical cache, such as by employment of said in

spellcasting, restores banked vitality. For example, if the mage in these ongoing examples used 40 of his cache points to cast Candlelight, the cache is reduced to 269 thus restoring 2 of his hit points.

Using the ring's stored energy in spell casting is also more physically demanding than normal, perhaps due to the life energy transferal that occurs when doing so. As such, spell fatigue is increased by 5 seconds whenever power is drawn from the ring to enact a spell (regardless if all or only a portion of the SPs needed to enact the particular spell originate from the ring's cache).

Obviously the user must be wearing the ring on a finger to gain access to the spell points. However, should the ring fall into another's hands, the spell points that are currently stored in the ring may be utilized by the new owner (assuming they are trained to employ spell points). Any HP regained is transferred back to the spell caster who originally invested his spell points into the ring (provided he is still alive). It could well be that the new owner has access to a vast reservoir of power that he can only partially restore once withdrawn. It is up to the GM's discretion as to how many spell points are already be stored within the ring (but if you truly need a random amount roll 2d100).

Norgren's Key of Quick Escapes

Identical tales of the Key of Quick Escapes, a prized possession of a particularly foul mouthed and rude mage named Norgren the Wanderer can be heard in seemingly incongruous localities from tropical Zazahi to the frozen shores of Lake Jorakk. Said mage had a peculiar habit of infuriating whomever he came into contact with, be they friend or foe. Invariably the story ends with "and he just vanished leaving behind an empty set of new clothes…"

Norgren the Wanderer (a nickname earned after penning many lengthy tales of harrowing journeys from exotic locales back to his home in Eldor) was never a polite man and often ran afoul of people that would take umbrage at his sarcastic tone and flippant attitude. Only his considerable magical aptitude saved him from losing his life on numerous occasions. Eventually Norgren created this key so he could quickly remove himself from the dire situations in which he invariably found himself. Of course, when dropped naked in some unknown land, his already sour personality leapt into overdrive thus explaining the unforgettable impression he left in disparate regions.

Despite his brilliance, Norgren was very absent minded often failing to recognize people he regularly dealt with and routinely misplacing items. In fact, he may have created multiple copies of this item based on his history of forgetfulness.

The key is renowned for its ability to immediately transport its owner out of trouble, should the need suddenly arise. Crafted from one of Norgren's housekeys, the item appears to be nothing more than a plain brass skeleton key with a large oval ring at its base. When the key is grasped and the phrase "Get me the hell out of here" is spoken aloud, the user is whisked away. This effect is identical to the 13th level mage spell Emergency Teleport at Random with the following exceptions: the key remains in the bearer's hand after teleportation and upon arrival, the traveler is sufficiently stressed by the experience as to temporarily gain the Ornery quirk for one week.

These items are typically imbued with 1d12p charges. Once the last charge is expended, the (now ordinary) key remains behind with the rest of the owner's possessions, doubling the duration of the ornery quirk.

Shalebeard's Knuckles of Steadfastness

Ancient Dwarven lore tells of the coming of a beautiful and powerful elf named Lemeta to the dwarven fortress of Karasta many ages ago. She forged a pact with the dwarves, the like of which would rarely be seen again. She desired rings of a quality that no smith today could produce, rings she would imbue with her spirit and power. The dwarves agreed to contribute their masterful whitesmithing and gem cutting skills on the condition that for each ring she enchanted for herself, she would enchant an item of power for the dwarves. It is said that Lemeta crafted five rings for herself. If these legends are true, five dwarven tokens of exceptional power were created during this collaboration. Undoubtedly some were passed down generationally and others secreted as relics. As these items and their whereabouts are closely guarded secrets, it is unknown how many (if any) remain in dwarven hands.

Shalebeard's father was often seen wearing a matching set of golden knuckle rings that on his deathbed he bequeathed to his son, one of the great smiths of Karasta. There were those who whispered behind his back that these rings were one of the five of Lemeta's treasures, but no one knew for sure.

When the Kalamaran Empire overtook Karasta after the Battle of Traska Hill, Shalebeard was numbered amongst the fallen and his body was not recovered. Thereafter, dwarven sources have been more reticent than normal when the subject of the rings is broached. One could reasonably infer that these rings were looted from Shalebeard's corpse as he lay dying on the battlefield.

Shalebeard's Knuckles of Steadfastness resemble a set of knuckle dusters. Each feature a set of four interconnected rings wedded to a 14 carat golden plate that spans the wearer's fingers. Reportedly the dwarven runes "BAMF" are etched into the surface.

Both must be worn to deliver their benefits and they obviously restrict the wearing of other rings. The wearer of Shalebeard's Knuckles of Steadfastness gains the benefits of both the Tough As Nails and Pain Tolerant talents (should he already possess either or both no supplemental benefit is applicable). In addition, he adds +2 damage to any near perfect defense and bare-handed attacks are made with a +2 Attack bonus with resultant base damage being (d4p-2)+(d4p-2)+2.

Long-term possession of these four-finger rings will invariably have both a physiological and psychological impact on any non-dwarven owner. After 3 months, he (or she) will gain the

Hairy flaw and begin sprouting a thick beard regardless of race or gender. Once an additional 3 months passes, he will gain the Delusional flaw and believe that he is a dwarf. This delusion will compel them to gain at least Advanced Mastery in the dwarven language (this supersedes any other BP allocation). Once any quirk or flaw manifests, it becomes a permanent character attribute that cannot be reversed. No BPs are gained.

Shandlemar's Necklace

Shandlemar was a small child when he was kidnapped by Reanaarian pirates and spirited to Aasaer. Unusually frail, he had no natural aptitude for the water and struggled to master basic seamanship skills. He may well have lived out his days as a miserable beggar had he not proved very adept at something else, namely whitesmithing.

The rough lawless town was not welcoming to skilled jewelers when other locales offered a far more genteel clientele without the ever-present danger of armed robbery. Having grown up amongst the pirates, Shandlemar knew their tastes and even as a novice could produce simple but gaudy pieces that proved very popular amongst the buccaneers. With a steady stream of commissions, he had ample opportunity to refine his skills and eventually became capable of crafting truly elegant pieces.

Some of the pirates to whom he sold jewelry would eventually sell or trade these pieces in the port towns up and down Reanaaria Bay. The finer pieces garnered attention from dealers willing to pay substantial markups over the pirates' initial purchase price. Soon enough, many of Aasaer's pirates were buying up everything that Shandlemar could produce and reselling them at a hefty profit. Their source was always kept secret lest they be cut out of their role as middlemen.

One day an elven clipper moored in Aasaer. Not knowing what to make of these strange sailors, caution prevailed and the elves were permitted to roam the town unmolested. One of these sea elves chanced across Shandlemar's shop. He stopped in his tracks and a smile played across his lips – here was the source of the beautiful pieces that were circulating throughout the bay. After purchasing his entire inventory with platinum coins, he gave a clear, bubbling laugh.

"You've unwittingly done me a great service. Unlike your disreputable neighbors, I shall not let this go unacknowledged. I sense that you wish to go to sea but lack the confidence to pursue your true desire. This I shall amend." He motioned to the simple golden necklace Shandlemar wore and asked to examine it. Giving another playful laugh, the necklace seemed to glow for an instant. The elf handed it back to Shandlemar and said, "Wear this and you shall never drown."

Shandlemar hung it around his neck. "This I shall never sell!" he exclaimed. He soon made a discovery that made the necklace all the more dear to him. When he wore it, he could walk upon water as if it were dry land! The elf had imparted some great enchantment on the necklace that had granted Shandlemar's deepest desires. He gave up whitesmithing and took to the sea, where he was last seen sailing south towards the Sea of the Dead. The elf, incidentally, may well have profited handsomely by possessing the last works of the renowned Shandlemar.

Shandlemar's Necklace permits the wearer to walk on water (as the cleric spell) with limitless duration as long as it remains about his neck.

Xafoor's Earring

This elaborate earring is a series of interlocking pearl-beaded rings and a cylindrical coil of gold. It famously belonged to the pirate Xafoor, a brigand from Reanaaria who was as large and intimidating as he was lithe and handsome. Any account of one of Xafoor's legendary raids always seems to include at least a passing mention of the earring. Some wondered whether it was the source of his luck and power, as he always seemed to escape trouble at the last moment, talk his way out of the harrowing situations, or win the heart of some new nobleman's daughter. One famous description of a duel to the death Xafoor emerged from contains the line, "As Xafoor sprang backwards, landing nimbly on the topdeck, Lerumroe's thrust went wide of the mark. Xafoor's earring glinted in the sunlight and seemed to catch Lerumroe's eye in disbelief. How had

he not struck Xafoor with his rapier? The blow seemed sure to land! Taking advantage of this lapse of concentration, Xafoor pounced without mercy."

Xafoor's Earring is not for everyone. To pull it off, one must either be an intimidating badass, or be able to truly own the look. Most cannot, and their foolishness reduces their efficacy in battle. To successfully utilize the power of Xafoor's Earring, the wearer must have advanced mastery in intimidation, or a Looks score of at least 17/01. Pulling it off provides up to a 25% mastery bonus* to art of seduction and persuasion checks. Additionally, it grants 5 luck points per day, useable regardless of character class. (These points do not "roll over," they must be used that day and are in addition to those gained from your character class, if applicable).

*The maximum bonus applies to those with but novice mastery. Every mastery step already possessed by the wearer reduces this by 5% (i.e. Average = 20% to Master = 5%).

If one is foolhardy enough to wear the earring without meeting the requirements to "pull off" the look, he is subject to derisive laughter and scoffing and treated as if he were Dishonorable (accruing all the disadvantages of that state). His accumulated honor points remain intact, but he cannot access them as long as he insists on wearing the earring. To save face, an unworthy person must make a public apology and declaration that they were foolish to wear such a trinket.

MISCELLANEOUS MAGIC ITEMS

Alelard's Belt of Ladder Weaving

The origins of this item are steeped in confusion and hearsay. What is nearly certain is that it was once owned by an obese and larcenous halfling named Alelard. Casual acquaintances never suspected the rotund grocer was an infamous thief responsible for a series of inexplicable robberies from some of the most inaccessible towers in Bet Kalamar. For months rumors circulated of an invisible winged burglar. This distressed wealthy residents and angered several notorious underworld figures both for the pressure brought to bear on their operations and the fact that they were being cut out of highly lucrative heists by an independent. Alelard suddenly disappeared one day as, coincidentally, the high profile thefts ceased.

The Belt of Ladder Weaving is unassuming — appearing as nothing more than a peasant's belt constructed from a short length of rope. Its only notable feature is a pair of brass rings woven into one end that facilitate the free end being securely hitched. Etched into each of the golden hued rings is a command word.

The Belt of Ladder Weaving only functions when uncinched. When the first command word is spoken, the belt transforms into a 100-foot long rope ladder. The second command word empowers the ladder to snake outwards, vertically or horizontally, to a point up to 100 feet distant. Its terminus must contact a solid anchor point and upon doing so both ends will either entwine or embed themselves around or in a fixed object at each endpoint forming an attachment sufficient to withstand up to a one ton load placed upon the trestle. Depending on its orientation, the rope may form either a ladder or bridge permitting ascent, descent or lateral movement.

The rope will remain in place until the second command word is uttered again. This causes the rope to detach from its farthest anchor point. Subsequently speaking the first command word again will transform the ladder or bridge back into belt form.

The rope is very resistant to severing having a DR 15 vs. hacking weapons but a sufficiently forceful blow (i.e. 16+ damage) will sever one of the two support cables. Should both structural cables be severed whilst in ladder/bridge form, the rope will collapse and the Belt of Ladder Weaving is permanently destroyed. Attempting to "saw" away at the rope is ineffective.

Amar's Swift Sandals

In southern Kalamar they speak of the legend of Amar Neshnamohn. This seemingly ordinary Svimovish man from the highlands of Zazahni served as an exemplary messenger in the Kalamaran army. He quickly spirited orders and relays from camp to camp never using a horse. Amar had a deep-seated fear of the animals and preferred to run. Reportedly he was often more effective than horse borne messengers. Amar is said to have made the 26-mile run from Thovodido to Vatotido in just under 2-1/2 hours. After his death, Amar's sandals were enshrined in his tomb though grave robbers allegedly desecrated his resting place and stole the footwear.

These sandals are supple and comfortable with arch support and a canvas skin underlying the leather straps. When worn the sandals permit the wearer to run at a faster pace than normal. Consult p. 13 of the *Hacklopedia of Beasts* and utilize the column to the left of the wearer's base movement rate as his new and improved movement rate.

In addition to these tactical movement enhancements, wearers gain the benefit of the Long Distance Running talent (should they not already be possessed of it).

Anyone wearing Amar's Sandals gains the Quirk Animal Phobia: Equine and cannot abide the presence of horses.

Artesidet's Resilient Bowstring

Named for a renowned elven archer, Artesidet's Bowstring is a magically enchanted string designed exclusively for use on a longbow. Periodic attempts by Eldor to lay physical claim to the Lendelwood have always engendered warfare and the subsequent rise of heroes. Artesidet, a prototypical elven ranger leading bands of guerilla warriors fighting to repel invaders, was one of these heroes. His exploits were legendary and many elves believe he was one of the finest archers to ever string a bow. Stories of his life insist that Artesidet used solely one bowstring – a string made from silk and crafted by the loving hands of his mother. He eventually perished in battle, his body and possessions lost to the world.

Artesidet's Bowstring is a simple sting made from strands of spider silk sealed with resin. Its unusual longevity is due to more than pure luck, though there's no denying the string is durable and resistant to wear. Artesidet's Bowstring imparts increased accuracy to any bow on which it is placed (+1 Attack bonus). This bonus is obviously lost once the string is removed. The string will also never break regardless of any fumble roll result.

Asaivalia's Vambraces

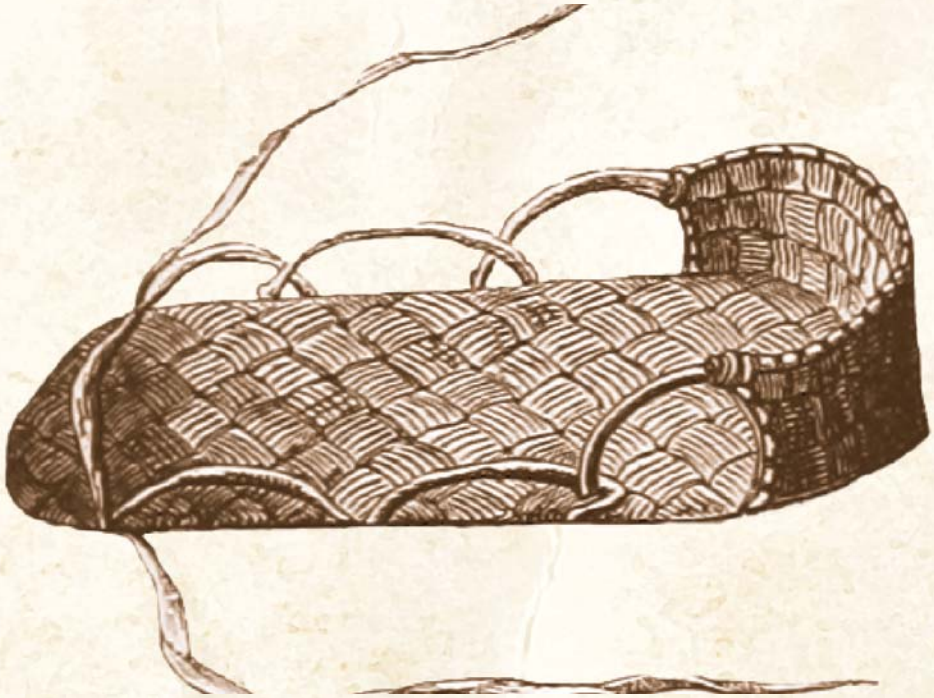
These wrist guards originally belonged to an elven maiden renowned for her excellent archery skills. Asaivalia was a native of the Kalalali Forest and a member of the patrol groups that ascertain the intent of human travelers and repel them whenever necessary. During one particularly successful mission her band apprehended a group of human mercenaries. One of the prisoners was so charming and handsome that Asaivalia became enamored. She freed the man and together they fled the Kalalali Forest to start life anew. The bracers were lost after an orkin raiding party slaughtered their village leaving but a charred ruin.

These leather vambraces are of elvish construction, featuring a hand-tooled image of dryad emerging from a tree. The wearer of these bracers gains an effective +4 bonus to his strength score when using a bow, allowing him to use bows with a heavier draw weight and greater damage potential.

Bannon's Scissors

Bannon was an armorer who won great renown and praise for his delicate and eclectic metalwork. It was said he could craft a full suit of mail and plate to fit so perfectly, that many remarked it was as if they had been armored by a tailor, rather than a smith. That is not to say that there were no other great armorers in those days. In truth, there were many whose work exceeded Bannon's own in quality and artistry, but these men needed months of time and teams of apprentices in order to perform their craft, while Bannon could make any suit of armor in a week and for quite a bit less coin.

So it came to pass that Bannon grew very rich indeed and drew the ire of the Armorers Guild. Despite the periodic entreaties and attempted bribes of the Guild, Bannon always refused to reveal the secrets of his technique with a gentle, "I'd rather not." And so, one night as he was at the forge, thugs hired by the Armorers Guild kidnapped him. The guild manacled Bannon in strong chains of their own make and caged



him in a cell containing bellows, anvil, and forge that they might force him to reveal his secrets. But Bannon would do no work, so the guild members grew bored and set a guard to watch over their captive until such a time that the desire for freedom outweighed the vanity of skill. The very next morning, however, the guard was shocked to find Bannon's cell empty. He rushed to alert the guild members and they gaped at what they saw: the bars of his cage and the links of his chains had been neatly snipped, one and all, and laid down on the floor. Bannon was never seen after that incident, and its said that a search of his house revealed that nothing but his toolbox was missing.

The Smith's Scissors is one of Bannon's magical tools, able to cut through metal as if it was parchment. The scissors appear to be little different than the run-of-the-mill variety, but close scrutiny reveals the blades to be incredibly keen adamantite. The superlative cutting power of the Smith's Scissors is limited to metal, they will function as normal scissors on any other material.

Bastionary Medallion

First mentioned in Greytar's popular writings, the Bastionary Medallion is believed to have been retrieved from an ancient Dejy burial site in northern P'Bapar. Greytar twice mentions the item, bemoaning his inability to secure it via trade from its current owner, an itinerant wizard named Iramar Itor. Greytar doesn't write of what became of Iramar and the medallion, but he does speak fondly of the piece, believing it might hold some ancient magic.

This medallion is an iron disk elaborately decorated with strange geometric designs. A complex knotted triangle is the central motif, laid out in delicate silver filigree The image of a shield etched into the

device is its only notable feature. When worn around the neck, the device shields the wearer from bodily harm by absorbing the first five points of damage from any wound (e.g. it provides 5 DR). The powers of the medallion do not work additively with any form of body armor. Tough hide and any form of natural armor, however, do work with the medallion. However, a shield may be employed while still retaining the protective benefits of this item.

Boots of the Traveler

Constructed of durable leather, these boots are reputed to have changed hands hundreds of times and never have worn out. It's a widely held belief the boots have been blessed by the Traveler for the benefit of his worshippers.

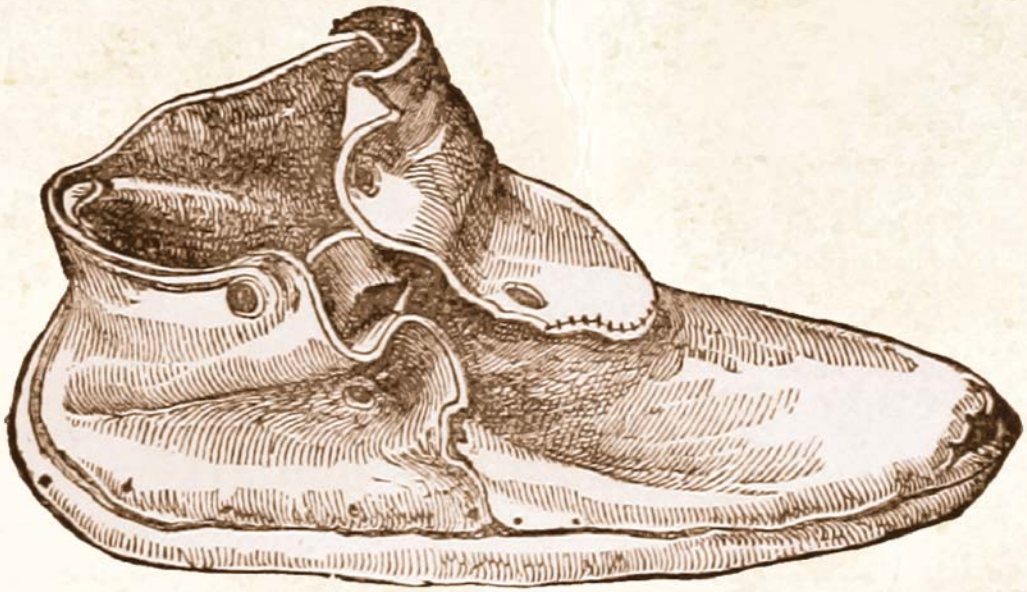
When worn by an anointed follower of the Traveler, these boots conform to the wearer's feet, automatically adjusting in size for the perfect fit.

In addition, the wearer receives the same benefit as if they had the Hiking/Road Marching proficiency. Blisters refuse to form and sore feet are never a problem when wearing these boots. Furthermore, the boots keep the wearer at a constant temperature of 68° F regardless of his attire or the weather conditions (in effect permanently replicating the effect of a *Moderate Personal Climate* spell). Should local weather exceed the capabilities of Moderate Personal Climate, the benefits are lost until such time when conditions return to the temperature range of said spell.

Choarek's Shock Shoes

Some called the wizard Choarek eccentric – others called him much worse. He preferred to think of himself as a true visionary, and felt little wonder that many did not understand his work. The truth, of course, lies somewhere in between. Choarek was an exceptional inventor – except that his inventions were rarely, if ever completed. Today he might be known as an "ideas man," but in his own time, he was simply known as flighty, prone to bouts of wild drinking, and not exactly reliable. Upon his death the Pasha of Ehzhimahn ordered his belongings put to the torch. He was sick of exploding contraptions, half working charms, and potions disrupting the peace in his city. Those who believed in Choarek's power were able to spirit away a small amount of items. Of course, most of them were complete duds, but here and there a working prototype could be found – including his recently completed Shock Shoes.

Choarek's Shock Shoes allow the wearer to build up and store a substantial electric charge, which can be subsequently released to powerful effect. To generate said charge, the wearer must walk in a shuffling



manner effectively limiting him to crawling speed. For every 30 seconds spent doing so, the shoes store 1 point of charge until reaching their capacity of 6 points. Once a charge has been accumulated, the wearer may discharge it as high voltage current similar in effect to a Shocking Touch spell. On a failed attempt the charge is simply dissipated.

Potential users of this prototype may discover some of its design flaws in use. These include:

- Heavy armor will initiate a self-discharge: If the user is clad in heavy armor, the shoes will immediately discharge and shock the wearer upon accumulating d4p points of charge.
- Grounded metal objects will initiate a self-discharge: Grasping a metal object connected to earth (e.g. a portcullis, a doorknob, a pile of coins lying on the ground) will immediately discharge all stored energy injuring the wearer.
- Water Hazard: Stepping into a puddle-sized, static body of water will immediately discharge all stored energy injuring the wearer. Projected water or rain will not induce a discharge.
- Limited charge duration: Accumulated charge will dissipate at the rate of one point per hour.

Cloak of the Caregiver

Gimane Vitisar, a midwife and anointed follower of the Caregiver, came to prominence two hundred years ago in Bet Rogala. Her ascent to fame, and subsequent disappearance, was at once both grand and tragic. During her short life (it's believed she was only twenty-two years old when she went missing) Gimane became famous for her ability to see any pregnant woman through the process of child delivery with success – no matter the complications. Her services were in high demand and she was beloved throughout the city, largely because of her refusal to charge for her services. Eventually Gimane's fate became a sad and tragic tale when she was kidnapped by slavers and was never heard from again.

During her seven years working as a midwife, Gimane was known for her generosity and compassion. While she refused to accept monetary compensation for her work, claiming her actions were a calling from the Caregiver, she did occasionally accept gifts. Gimane often provided donations of clothing and blankets from her benefactors to aid in her work. During a particularly harsh winter, Gimane sewed discarded swaddling blankets together in order to fashion a makeshift cloak for herself after having donated many better garments to the indigent. This humble item became an emblem of Gimane's selfless service. Unbeknownst to her, the Lord of Silver Linings rewarded her by blessing this garment and imbuing it with magical properties.

After her disappearance, the cloak's whereabouts are unknown.

This cloak will only manifest its properties when worn by anointed followers of the Caregiver, and is most potent in the hands of a cleric. The Cloak of the Caregiver grants the wearer protection from cold per *Blessed Warmth* (PHB p. 291) and provides DR 4 vs. physical attacks (though not in association with body armor, e.g. if worn over armor, the higher of two DRs takes precedence while all penalties from the armor apply). Priests of the Caregiver receive a +10% bonus to First Aid skill checks and all healing spells are enhanced by +1 point per die.

Crenlen's Cowl

This drab wool, charcoal grey cowl is typical of something that might be worn by Brandobian peasants, especially those in the north. It is indistinguishable at a casual glance from a normal cowl, though anyone with skill at appraising textiles will note its high thread count and precise stitching that clearly distinguish it from a meager serf's garment.

In the chaos of rebellion of the Brandobian civil war, Crenlen Stralborn became a living legend in the city of Dalen. Fighting his way up from the cruel underworld, Crenlen, better known as the Dalen Dandy, became a symbol of rebellion for the common man. He forged this reputation by discovering secrets of the aristocracy and exposing corruption and incompetence in the city's leadership. Despite his popular acclaim, rumors swirled that his true motive was to steal from the rich and selfishly keep the spoils all to himself.

Many attributed his remarkable success at thievery to his ever-present cowl. Some called it the Hood of Misty Shadows, but most simply referred to it as Crenlen's Cowl. When the authorities finally apprehended Crenlen, they publically hanged him, much to the chagrin of the general populace. In their fervor, the people overran the guards and made off with Crenlen's body, including his cowl, which was never seen again.

Crenlen's Cowl is a peasant's hood, worn alone or in conjunction with a cloak or cape. When the hood is pulled up, the cowl grants the wearer a measure of concealment, subduing their features, especially in the dark and when standing still. While moving, a 10 percent bonus is granted to the wearer's Sneaking skill checks. When the wearer is standing still, or using the cowl at night, a bonus of 20 is applied to Hiding skill checks. In addition, when the hood is up, the wearer is difficult to identify. Anyone attempting to describe the wearer's features will experience difficulty, granting the wearer anonymity comparable to the Forgettable Face talent.

Cyramore's Shawm of Allurement

The Brindonwood is teaming with all manner of creatures, none more elusive than the fey satyr. Listen long enough to those living near (and in) the forest and it's likely you will hear an unpleasant tale or two about the Byrein. Farmers bemoan the loss of livestock, woodsmen relate doleful tragedies of missing womenfolk, and travelers claim to have been bilked of money, goods, and (especially) wine by the Tovine. It's even said the Dejy people have a dozen drinking songs fostered by the antics of these gluttonous creatures. All the myths, stories, and legends concur that satyrs are a drunken, hedonistic lot attended by female thralls who are enchanted into servitude by their enchanting music.

One of the most lurid tales claims a great satyr king named Cyramore once charmed the entire village of Var'Gig, personally consuming all the food and alcohol in the town before stealing away with the women and turning them into his personal concubines. Once released from their enchantment, the men searched valiantly for their missing kinfolk and the despised satyr king, all without success. As a sop to their honor, they claimed Cyramore only succeeded at his crimes because he employed a magical woodwind instrument that allowed him to enchant the whole town.

The Shawm of Allurement is a double reed instrument producing a shrill tone. It is constructed from maple and drilled with seven finger holes and one thumbhole.

Playing the Shawm for 20 uninterrupted seconds is sufficient to enact the instrument's bewitching melody. The closest 2d4p individuals (friend or foe) hearing the music must make a Saving Throw (Mental vs. d20+X) else they are enthralled (see second level mage spell Charm for precise details). Note that while playing the shawm, a musician is limited to d8 defense die.

The effectiveness of the shawmic charm is wholly dependent on the musician's skill. X begins at 0 for a novice and increases by +2 per mastery level.

In the hands of a satyr this item is far more potent. The Saving Throw threshold is significantly higher (d20+10 for men and d20+15 for women) and anyone within earshot is subject to being charmed, with no limitation on the maximum number of individuals affected.

Draper's Lucky Coin

Luck is a fickle mistress (as any priest of Draper can attest) and it's surprising the amount of effort the superstitious put into their antics hoping to remain in

the favor of the gods. Some believe in the luck of rabbits' feet, refuse to sleep in the same bed as a cat, never keep a rooster for more than a year, or practice other nonsensical habits that have no real impact on daily events. Yet, despite the apparent silliness of superstitious activity, there is something karmic about certain items and actions that just cannot be denied.

One such item is Draper's Lucky Coin. Logic dictates this coin never truly belonged to a divine being such as Draper, but history has proven that logic has very little to do with luck and superstition. Some believe this is the first gold coin ever minted by the Kingdom of Kalamar. It's impossible to know if this is true, but the coin is an ancient Kalamaran Crown (a gold coin) stamped with the visage of Emperor Thedorus and worn from age. Such coins are exceedingly rare, as the current emperor of Kalamar has ordered all such coins removed from circulation. Owning or spending such a coin in Kalamar would brand the owner as a rebel!

Anyone in possession of Draper's Lucky Coin may add or subtract 1 point from any die result a single time per day. Note that this modification will not invoke or nullify a critical hit (a modified natural 20 is still a critical hit whereas a natural 19 modified to 20 is not) or a fumble. It also has no effect on meta rolls (such as a hit point die roll).

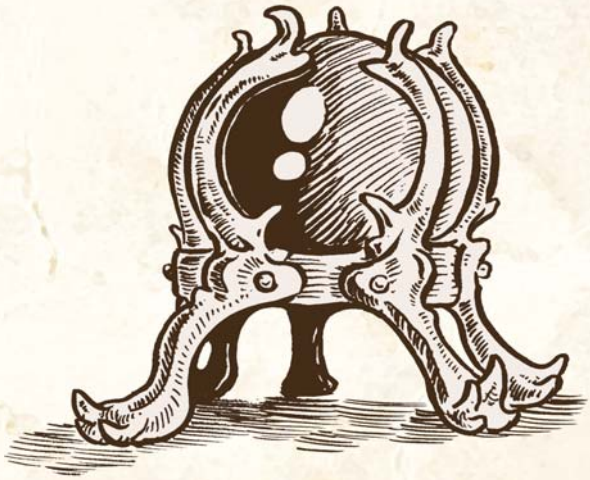
D'Ortha's Ruby Slippers

There's a popular children's story in the Young Kingdoms in which the protagonist, a young girl named D'Ortha, is swept aloft by a windstorm and transported to a distant land populated by halflings. Desirous as she is of returning home, a small band of the little people along with a beautiful sorceress befriend and accompany her on a lengthy journey to an elven city where they believe a powerful mage can fulfill her request. On this journey they have several harrowing encounters with foul creatures including trolls, goblins and an evil hag. In this latter confrontation, the fellowship recovers a pair of gem-encrusted slippers after outwitting the black crone. When discovered to fit D'Ortha perfectly, all agree that she should wear the shoes, as the unfortunate urchin was barefoot.

Upon eventually reaching the ramshackle elven village, they are distressed to learn that their preconceived notions of elven omnipotence were false and that all their magnificent baubles are merely an illusion. However, the venerable elf king offers to assist them in return for their promise to never reveal the truth they witnessed. Upon their agreement, he states that they themselves possessed the power to fulfill D'Ortha's wish. "The slippers, the slippers!" he cried. "Just click them times three and soon home ye'll be!"

D'Ortha's Ruby Slippers are somewhat garish lightweight shoes bedazzled with hundreds of tiny rubies. Their magical power is to teleport the wearer and anything she carries home. All that needs be done to trigger this function is for the individual wearing these shoes to click her heels three times. Upon doing so she immediately disappears, reappearing instantly in front of her home.

If the wearer is indigent or a vagabond, the slippers have no effect. It is essential that the owner have a permanent residence either owned, rented or with squatter's rights to which she intends some day to return.



Ebony Ball of Seeing

This eight-inch diameter ball delivers magically inspired insight to those skilled in arcane lore. In order to receive a response to a query, one must jostle it vigorously while asking a yes or no question. Upon setting it down, a response will appear in white characters that seem to float within the sphere. The answer always takes the form of one of the twenty following responses:

Whether this answer is accurate or truthful is dependent upon an [average difficulty] Arcane Lore skill check made in secret by the GameMaster. If successful, the GM should reply with one of these statements that is truthful (or one he believes to be accurate if the results are indeterminate). On a failed result, he should just roll a d20 to determine the answer.

Questions to which a yes or no answer cannot be given will always be answered with #11. Multiple queries are possible, but each one made after the first in any given day adds a cumulative -10% penalty to the skill check.

1) It is certain
2) It is decidedly so
3) Without a doubt
4) Yes definitely
5) You may rely on it
6) As I see it, yes
7) Most likely
8) Outlook good
9) Yes
10) Signs point to yes
11) Reply hazy try again
12) Ask again later
13) Better not tell you now
14) Cannot predict now
15) Concentrate and ask again
16) Don't count on it
17) My reply is no
18) My sources say no
19) Outlook not so good
20) Very doubtful

Elvish Boots

Elvish Boots are footwear commonly worn by elvish scouts and infiltrators. They are sometimes given as gifts, but non-elves (including half-elves) cannot fit in them. Outside of Lendlewood, where it's believed these boots are crafted, elvish boots are exceedingly rare and valuable items.

These heather gray low boots feature a natural rubber sole and uppers woven from spider silk. Both water-resistant and unusually lightweight and supple, they facilitate stealthy movement and are derisively called 'sneakers' by those who unexpectedly find themselves confronted by clandestine elves.

Any elf wearing Elvish Boots effectively invokes a -50 penalty on Listening skill checks made to detect their presence.

Elvish Cloak

Contrary to the notions of outsiders, Elvish Cloaks are neither ceremonial garb nor badges of station. They are military attire worn by rangers and scouts engaged in reconnaissance or hit-and-run sorties. It's exceedingly rare to find these cloaks outside of the elvish community. No one is certain how many Elvish Cloaks exist in the world, but it's rumored that each one bears the rune of its owner woven into the fabric.

This comfortable gray cloak allows the wearer to blend into natural surroundings such as: timber, natural rock formations, undergrowth, etc., making Observation checks to notice the individual far more difficult. All penalties for the viewer are halved in man-made surroundings or if moving. The cloak affords no benefits if the wearer is in artic/completely snow covered areas, can be seen on the horizon, or is mounted. This cloak may only be worn by elves or creatures that approximate their build (others must be under 5' 6" with a BMI of 20 or less).

Worn	Observation Roll Penalty
Normal Wear	-20%
Hood Up and Drawn Closed	-40%
Covering Completely	-80%

Elvish Rope

Elvish Rope is made by the most skilled elvish rope-makers on Tellene. No other race has ever completely mastered the combination of expert weaving and use of unusual materials required to construct these ropes. Fabricating the rope requires an abundance of spider silk from a gigantic (or larger) spider. Harvesting the required materials is a dangerous and time-consuming affair. There's an unknown quantity of Elvish Rope in the world, and all of it is prized. In the past Elvish Ropes have occasionally been given to non-elves as gifts or a reward for heroic endeavors.

Elvish Rope is a brait type that's very flexible, water repellant and easy to handle and knot. It also exhibits a fair measure of elastic stretch and thus can arrest an individual in free fall without injuring him. Rope Use skill checks receive a +15 bonus when performed with this rope.

It's comprised of braided twisted strands of gigantic spider silk making it extremely strong. Only a superior weapon (+1 or better) can sever the rope with ease (i.e., without a dice roll). The rope is very resistant to severing having a DR 10 vs. hacking weapons but a sufficiently forceful blow (i.e. 11+ damage) will do the job as will one minute of sustained sawing. Each rope is 50 feet long and weighs a scant 3 pounds. Despite its lightweight construction, an Elvish Rope can support up to 2,500 pounds of weight. In addition, Elvish Rope will untie itself if a command word is spoken while tugging on the rope. While useful, there is at least one documented case of a belligerent hireling waiting until the most opportune time to activate this power, thus sending their ungrateful employer to an untimely demise.

Everful Flascon

This 8 oz. pewter flask, sporting a thin band of acacia wood around its base, is always filled with effervescent, potable water. If emptied, it refills in 15 minutes, but only if it is sitting upright.

One in twenty flascons contain a perpetual supply of whiskey instead of water. While this might seem a boon, all examples are cursed in that they cause the person drinking this liquor to become a Mean Drunk (PHB p. 132).

Felana's Cape of Shadows

It was Felana "the Ferret" Faroga, of Rosaleta, who made this garment famous. The notorious jewel thief was responsible for break-ins and robberies over the course of nine years before she was finally apprehended. Many attribute her success to the Cape of Shadows that she wore. At her trial, Felana was found guilty and subsequently hanged, her possessions confiscated, and the stolen jewels in her possession returned. What became of the cape is unknown.

This black velvet cape permits the wearer to blend into the shadows. When ambient lighting conditions facilitate ample shadows (twilight, torch or lantern light, most interior lighting), the wearer may either mask his true position (if under direct observation) consequently gaining a +4 Defense bonus applicable to both melee and ranged attacks or conceal himself (thereby imparting a -40 penalty to any competing Observation checks).

Should an individual draped in this cloak encounter an undead Shadow (HoB p. 268), it will not initiate an attack, mistaking the wearer for another Shadow. Should the cloak wearer take offensive actions against the shadow, the advantage of mistaken identity is forfeit.

Frock of Distraction

Street performers are common enough in small villages and towns, but especially prevalent in large cities. Orators, singers, jugglers, and dancers (among others) ply their skills among the peasantry for trade coins and coppers. In Bet Kalamar, one of the more popular performers was a nameless woman who danced for coins, naked save for a threadbare, multi-colored smock. It was said the garment was stitched together from various strips of bedding claimed from her past lovers. While she danced, distracting the crowds with glimpses of her naked form, her associates robbed the masses blind. When finished, the nameless woman would diappear in a puff of smoke, only to appear months later to repeat her efforts. These stories are likely pure fabrication, but entertaining nonetheless.

Constructed of varying strips of colored cloth stitched together to form rudimentary attire, this raiment is akin to something a sideshow juggler or street musician would wear to draw attention while working. To the untrained eye, the Frock of Distraction is a colorful albeit poorly tailored garment fit for a peasant. Wind slices through small holes and gaps between the seams, and the material is thin and threadbare. Few would believe the cloak has special powers.

When used in conjunction with the Distraction skill, a Frock of Distraction adds 25% to the wearer's skill mastery. Additionally, anyone viewing the wearer of this absurd garment suffers -15% to any Observation skill check made to passively notice peripheral occurrences (i.e. a deft hand in their pocket or individuals moving covertly). Once per day, the frock wearer may also invoke a *Puff of Smoke* (q.v.).

The frock must be the outermost garment to be effective. It cannot be worn over anything but light armor. Supplemental garments such as cloaks render it powerless. The frock is sized for size M creatures exclusively.

Gauntlets of Ogre's Brutish Brawn

Tales of this enchanted item are common amongst seafarers regularly traversing the Straits of Svimohzia. Reportedly anyone wearing these gauntlets gains the strength of an ogre. An infamous sea battle is often apocryphally recounted during which a pirate leaped aboard an enemy ship and ripped the mast from its deck, tossing it into the ocean. Of generally higher credence is the rumor that a seaman aboard the Justifier wore this item when it sank off the coast of the Labroldian Islands. Treasure hunters have searched extensively for the gauntlets, but thus far no one has been able to recover them.

These gauntlets are nothing more than a sixteen inch wide swath of leather with rudimentary iron buckles. They may be tightened to fit the forearms of humanoids from three to ten feet in height.

When worn, the wearer gains an effective 18/66 Strength attribute. However, this is called "brutish brawn" for a good reason as the gauntlets have a side effect of clouding the wearer's mental faculties and thus imparting a -1 Attack penalty.

Gloves of Pilfering

In Ardarr-Norr they speak of Miana "The Mouse" Vaotal. She was an unparalleled pickpocket, amassing a fortune from the valuables she deftly pilfered. Some claim she could steal money from your open hand, your cloak from your back, and your husband from your arm – if she should choose to do so. One of Miana's most

iconic possessions was her pair of gray gloves. Though she died some forty years ago, many still speculate as to the whereabouts of her riches and her mysterious grey gloves.

These pearlescent chiffon gloves feature a small line of black pearls running along the base. Given their size, they cannot be worn by size large or larger creatures. When both worn, the Gloves of Pilfering add 15% to all pick-pocket skill checks.

Gohlmaz's Mighty Shovel

Ahznomahnish merchant barons are keen to be portrayed both personally and as a caste as self-made men instead of the privileged sons of tricky, duplicitous merchants most consider them to be. A tale with which they like to regale strangers, although most likely exaggerated and revisionist, is the story of Gohlmaz.

Supposedly Gohlmaz was a dirt-poor youth with every disadvantage possible. His father had skipped out before he was born and his mother was an abusive alcoholic. He was possessed of poor health and neither charismatic nor artistic. But, rather than resigning himself to being a burden on society, he sought to better himself through hard work. Having no skills, he took the only employment he could find – a ditchdigger.

He worked harder and longer than his peers, never slacking off or disrespecting his supervisors. His stoicism was noted and he was eventually given more responsibility. As a foreman, he sought more efficient ways to complete tasks and motivated those beneath him to fulfill their obligation to put forth maximum effort and not cheat their employers. He also planned for the future, living modestly and saving his copper instead of wasting it on liquor and women.

After a few years, he saved enough to strike out on his own. Thanking his employer for the opportunity to learn a trade, he moved to another town to begin his excavation business so as not to engage in ruinous competition. There he was hailed as a job creator for providing employment to dozens and eventually hundreds of people as he completed many civil engineering projects that fostered trade and commerce to the benefit of everyone in the region.

As a dutiful follower of the Coinmaster, Gohlmaz was recognized for his achievements when one day he discovered a mithril bladed shovel in his office. None knew where it came from as the building was locked and no deliveries had arrived in the past few days. Upon testing this presumably decorous implement, he was shocked to learn that he could excavate earth at a phenomenal rate. Rather than lock it away as a museum piece, he wisely issued it as a trophy to the hardest working laborer of the week so that all could witness and compete for the Profitmaker's blessing.

Gohlmoz's mighty shovel permits the user to excavate loam, clay, coal or salt at a phenomenal rate (ten times that of a normal miner) – see Mining skill. However, it is unsuitable for hard rock mining. Anyone attempting to employ this implement must possess at least novice mastery in Mining.

...but there was no mead to toast with and the wedding could not continue. Then up came Grandfather Morten out of the kitchen with another pitcher on a platter full to brimming-- but how? The ale had been drunk up, the wine uncorked and drained and yet here was a pitcher of honeyed mead for the bride and her groom. "Ho there Grandfather" remarked the guests, "from what lonely tun do you draw this drink? You wouldst bring up barrel-swill to toast this union?" But Grandfather Morten merely smiled and slapped his great belly saying, "One tun can be as good as any if it holds a honey sweet as this. Try now this, my own brew and tell me it is sweeter than any mead of this hall." For certain, the mead was well-brewed and the bride and groom drank their fill."

– excerpt from "The Collected Folk Tales of Grandfather Morten"

Grandfather Morten's Flagon

Grandfather Morten is a folk hero and trickster characterized as always having a ready supply of honeyed mead no matter the situation. A common narrative thread through all the stories of Grandfather Morten is that the other characters never realize that he is in possession of an enchanted drinking flagon that allows him to convert any liquid into honeyed mead of exquisite quality. The original bearer of this enchanted flagon and his personal exploits formed the basis for the Grandfather Morten character and he has since become an integral figure in Kalamaran folk stories.

Grandfather Morten's Flagon appears to be a well-crafted pewter drinking stein with a hinged lid. The flagon's capacity is one pint and is inlaid with stylized designs depicting sheaves of hops, barley, honeycombs, and fat bees in flight. Six times daily, the flagon can convert any liquid within it into an equivalent volume of honey brew (see p. 132).

Hatamar's Black Grimoire

Most scholars presume the Black Grimoire is nothing more than a macabre fairy-tale. The only credible evidence of the tome's existence hails from Kalamar where a brief snippet from the journal of Purol Hatamar, a wizard of some fame, mentions the book. Purol writes of a mysterious black book he retrieved

from some unknown tomb, "Summoning the hell-spawn from the volume was a grave error. When I summoned it forth into the world, I thought I could make use of him perhaps even bind him to my will. He demanded the issuance of a single task, and only one task, so that upon its fulfillment it could be sent home. I was not so eager to comply, hoping I could divulge some great secrets about its realm, and perhaps foolishly, extract more than a lone service from it. Had I known it would soon enthrall my apprentice to abed his escape, I would have more readily complied with its demands."

The Black Grimoire is a heavy codex bound in ebon calfskin, trimmed with iron corners and featuring an unusual accessory – a 7 foot tempered sterling silver chain securely affixed to the back cover of the book. The free end of the chain is intended to be affixed to a physical restraint by means of a lock. A sterling silver latch prevents reading the contents should a lock be emplaced.

One would assume that the current owner has placed masterful quality locks on the monograph though that is but a presumption.

The volume's silver chain is designed to secure the book to an iron rung or some other immobile, heavy-duty restraint. The book is a powerful device that summons an obeisant devil and the chain acts as an allegorical anchor, binding the devil to the material plane. Failing to properly secure the quarto might prove disastrous for the reader. When unsecured, summoned beings can effortlessly break free of the enchantment and escape into the world of men.

Invoking the summoning power of the book necessitates a fair bit of preparation. Initially, a Translate spell must be cast upon it even to begin deciphering the text, written in an alien script and language wholly unknown within the kingdoms. Reading and, more importantly, comprehending the intricate subject matter requires advanced mastery in both Arcane Lore and Literacy and no less than a fortnight of undisturbed time.

Summoning the devil requires a two-hour recitation from the tome. A reader already intimately familiar with the text must make a very difficult language check whilst doing so lest he mispronounce the merest phrase and thus forego his tenuous powers of command. Once the recital is complete, the book summons a devil (as per the Hacklopedia of Beasts, p.78-79) bent to the will of the caster. Any unsuccessful or interrupted rituals prematurely summon the devil into the world with no obligation to obey the caster (and every reason to take revenge on the summoner).

Provided the book is securely fastened to a physical object the devil cannot destroy, it is bound to the will of the being that summoned it. However, a devil is a devious creature and the longer it remains on Tellene, the more likely it will engineer a means of disjoining the chain – either by physically destroying the anchor or manipulating a thrall to do the job for them. Most summoners prefer to set the devil to its task quickly so that it may be released. If tasked with a simple and precisely defined chore, the devil is often eager to comply simply to rid itself of the unwanted obligation, though it will never forget the summons. Should the opportunity present itself in the future, the fiend will track down and kill the caster for his insolence.

A summoned devil can be commanded to complete one (and only one) task at the behest of the summoner. Once it has completed the minimal literal scope of said errand, the devil will return. It will relate exactly how the task was completed and ask the summoner to record his name in the book acknowledging successful completion of the contract, thereby instantly sending it home. Should the task have been open to interpretation through carelessness on the summoner's behalf, this may result in a litigious standoff. Should the summoner succeed at a very difficult Law skill check, he may amend the original instructions with far greater specificity. Failing this, the devil is released from its servitude and is free to take what actions it wills.

Once an individual has signed his name to the book, he may never thereafter make use of it again. If the mage fails to sign upon task completion, he is in breach of contract. The aggrieved devil is within his legal right to take any and all means to remedy the situation. If he kills or incapacitates the mage he can sever a finger and employ it to imprint a mark in the spellcaster's own blood which serves as a signature in absentia. A summoner in breach may attempt to abjure additional devils and demand service, however said parties will automatically be cognizant of the summoner's extralegal status and thus bear no obligation *vis-a-vis* the summons. Said parties may opt to act immediately with extreme prejudice or may seek other aggrieved parties to enjoinder in a class action pursuit of the summoner.

Hasslefroff's Harp

Many people consider minstrels to be an irritating and bothersome lot. They sing for coins (often acting as aggressive panhandlers), make inappropriate (and inexplicably effective) approaches to women, elicit free rooms and drinks, and invariably spin every story they hear into some ballad that showcases their own heroism. It is often remarked, "if only you could get the song without the minstrel."

Hasslefroff was an affluent hafling merchant who was mayor of his little shire. Hasslefroff absolutely adored music but his hatred of minstrels was even more

pronounced than the norm. Allegedly a troubadour had bedded his only sister, impregnating her before slipping off into the night. He had a close friendship with a group of sylvan elves that dwelt nearby, and in gratitude for his keeping the existence of their woodland community a secret from the local human populace, they constructed a magical harp for him that played music autonomously.

Hasslefroff's Harp is a gilded folk harp roughly two feet high. It can be held comfortably by a size M creature but also balances free standing on its foot.

On command, the harp will play any song requested either by name or by humming a few bars. It can also play a series of musical interludes for a defined time period consisting of specific songs or a random selection of music from a desired genre. All music played is comparable to that from a musician having a skill mastery level of 65.

These capabilities certainly make the harp a valuable curio, particularly for a wealthy individual hosting many social functions. However, it can prove useful to mercenaries capable of thinking outside the box. Certain spells such as Entrancing Lightshow can benefit from musical accompaniment. It can also serve as an audio distraction (especially if set to a time delay before initiating playback) or lend credence to a character posing as a musician – possibly allowing him access to a venue otherwise restricted. It also has the ability to ensure reinvigorating restful sleep if commanded to play a faint lullaby (in game terms, per the weariness rules, "no rest" becomes "terrible rest", "terrible rest" becomes "poor rest" and "poor rest" becomes "adequate rest").

Horseshoes of Lissomeness

These horseshoes are unquestionably the handiwork of elven smiths for despite their lightness they exhibit exemplary fracture toughness. The design also promotes traction allowing a horse so shod to perform more capably at high speeds and suboptimal footing. Over the years, several sets have found their way into human hands leading to a general awareness of their capabilities within the elite ranks of equestrians. Highly prized, these mithril alloy horseshoes are said to be the envy of every knight.

Affixing these shoes to a horse requires a competent farrier with Average Mastery of Animal Husbandry and appropriate tools. Once a complete set (all four hooves) are fitted, a horse wearing the Horseshoes of Lissomness gains a +10 ft/s bonus to its tactical movement rates and +25% to the distance it can travel overland. Additionally, any riding checks (such as those that may result during mounted combat) are made with a +25% bonus.

Jishaja's Ball of Direction

Northern Dejy tales speak of an ancient witch named Jishaja who roams the dark forests of northern Tellene in a tiny sentient cottage that propels itself on four sturdy ursine legs. Most describe her as a grim, hideous cannibal that murders naughty children and lone travelers that stray too far from their homes. Less allegorical descriptions construe a fickle yet maternal forest spirit who might aid or harm explorers depending on their virtue and honor. A common tale relates how Jishaja assisted a hero named Roshko who became lost within her woods by means of a simple child's toy: a ball. In the story, she repeatedly tests Roshko's strength of character. After impressing the hag with his unswerving perseverance, she gives Roshko a ball and tells him to let it guide his path. Without fear or hesitation, he complied with this odd command and was indeed led home to his clan.

Jishaja's Ball appears to be a simple toy ball about five inches in diameter. The sphere is carved from a single block of hardwood and painted red with a single circumferential yellow stripe. To activate its power, one must roll the ball while speaking aloud their desired destination. Phrases could include "out of these woods" or "to the Dusty Dragon Tavern in Bet Kalamar." Specificity ensures the best results for while the ball recognizes all geographic locations, it responds literally to commands. Thus instructing the ball to "take me home" will result in the ball seeking out the place it was found as "home" does not connote a specific geographical location.

Once directions are given, it will continue to roll at a non-stop (i.e. 24 hours a day), 5-foot per-second pace (3½ mph)* until it reaches the destination. Careful observers will note that the yellow stripe always rotates in line with the direction of motion.

The ball will always attempt to arrive via the shortest linear path. This may present challenges for those following it as it will not seek out roads, bridges, fords or mountain passes. Being buoyant, it will simply propel itself across a river (or ocean!) or roll up and back down the tallest peaks.

The ball may be 'captured' and placed in a container prior its terminus to allow its pursuers to perform other actions (such as sleep). This had best be staked down for the ball will continue to attempt forward progress and will jostle around in any confined space or may break free and roll through a field with a knapsack tied flush about it. If the ball is lost through inattention, it will continue to soldier on until it reaches its destination. Assuming it isn't stolen, it will be waiting there for its owner to arrive.

*GM's should note that this is jogging speed for Halflings, Gnomes, and Dwarves. Such characters may be incapable of jogging for hours on end.

Jynko's Feather Cloak

Jynko, a Dejy woods-witch, was once an infamous figure in the southern reaches of the Brindonwood. Campfire tales say she prowled the forest and beguiled woodsmen, travelers, and (especially) plump children. Afterwards she would take these thralls home for her supper. Allegedly she spoke to spirits, consulted with demons, and held sway over the foul creatures and all the animals of the forest. In 382 IR a large group of woodsmen, all able volunteers from villages terrorized by the witch, hunted Jynko down and slew her. They returned from her hovel with a pile of artifacts, including a bloodstained caldron, dozens of human skulls, arcane books and scrolls, mysterious potions, and an unusual feather cloak.

The heavy cloak is crafted from black wool and covered with hundreds of raven feathers sewn to its exterior. Wearing it lends the appearance of being completely enveloped in feathers. Jynko's Feather Cloak has three primary powers. By grasping the ends of the cloak, the wearer can take flight for up to an hour at a rate of 30 feet per second (~18 knots). Flying necessitates use of the arms and a fair bit of concentration precluding many simultaneous actions. This power is useable once per day.

The second power of the cloak grants the wearer the ability to speak with ravens and crows. These crafty birds are quite intelligent and conversation can take place at a level approximating human communication. Note that observers will be unable to discern the bird's replies.

Lastly, once per week the wearer may transform into a raven (the metamorphosis taking 60 seconds). This ability lasts for 1 hour, or until dismissed (this too takes 60 seconds). When in bird form the wearer may only squawk like a bird, but may prematurely reverse this transformation. Anyone unexpectedly caught in mid-flight when the transformation wears off had best have a contingency plan in place, as it takes 60 seconds to land.

Libram of Translation

The Libram of Translation is a magical tome that recently went missing from the collection of Bertramar a wealthy noble in Bet Kalamar. It's true powers are as disputed as its origins, with Bertramar only willing to say that he acquired it about twenty years ago during the first full moon festival of the new year. Those who he allowed into his house often prodded and pleaded to be granted a glimpse but he always kept it locked safe in his study, away from prying eyes. The rarified few who were given access spoke in wide-eyed wonder about the tome. They said it could transcribe your very thoughts to the page in whatever language you desired. Where it is now, none can tell.

The Libram of Translation is an unassuming, brown, leather-bound book, about three inches thick. The book contains 16 pages (8 folio bound sheets).

Translational Transcription: The owner of the book may recite a passage in one language that they have some mastery in and have the book transcribe it to any other language in real time (note: magical script is not a language, per se). The translation is exhaustive in that it converts idioms and unfamiliar nomenclature into concepts a mainstream reader of the target language would comprehend. Each page of the book is inscribed at a text density of 500 words/page (corresponding to 4 minutes of spoken language).

Once filled with text, it obviously can no longer perform its translational function. Any attempt to erase, scrape or wash off text will destroy the volume.

Translated text may be torn from the volume for distribution without compromising the binding or destroying the book.

Linens of Healing

This thin, translucent fabric is usually found rolled about a narrow bolt. It is aromatic and damp to the touch being saturated with myhhr salve.

These linens have remarkable curative powers. If applied to a wound by a first aid provider performing critical care, it restores d6p damage (superseding the normal 1 hp). In addition, no skill check is required for success. Note that linens of healing may not be used effectively by an individual without any skill at First Aid.

One roll of these linens is sufficient to treat six individual wounds.

Liniran's Mask

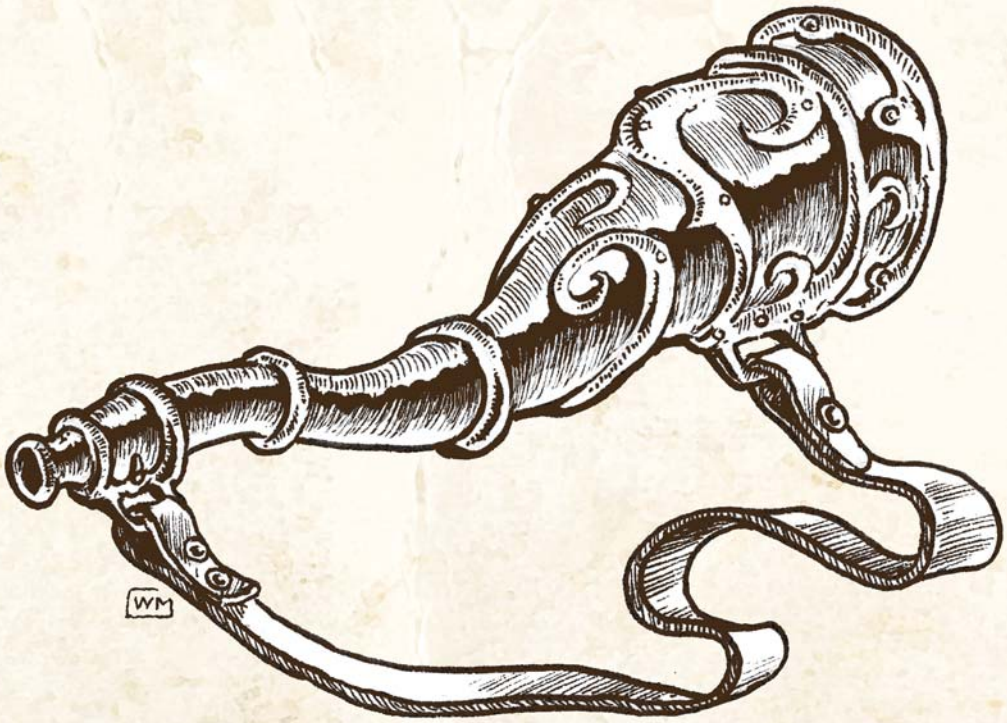
It was Liniran who first noticed it – a beautiful face that kept appearing in painting after painting, regardless of time or place. It seemed that whoever this man was, he or his doppelgangers had lived throughout Tellene and in many different centuries. Who was he? Could it really be a coincidence – a face of uncommon beauty shared by so many? Liniran set out to find answers. He was gone for many years and most of his friends had forgotten him.

Inexplicably, a handsome man was seen in Liniran's decrepit and abandoned old shack years after he departed on his quixotic journey. The man smiled at those who passed by, even waving absentmindedly to someone who had been Liniran's close friend. Their suspicions aroused, Liniran's former associates searched his cottage discovering that whoever the strange man was had gone, leaving nothing behind save a pool of blood. Several weeks later a corpse was found in the river. Where its face should have been was a gruesome visage of bone and muscle as if someone had surgically removed the face. The most horrid fact of all was that all who saw it swore that it was smiling.

This mask is a piece of pigskin that has had eyes, nose holes and a mouth crudely cut out of it. Elaborate but eerily disturbing filigree covers its surface making it repulsive to behold. Should an individual pick it up, it vaults out of their hands and attempts to attach itself to their face. A successful Feat of Agility check (vs. a d20p+5) permits the victim to dodge the horrible thing. This will recur anytime someone picks up the mask.

Should the mask attach, the wearer will instantly (and ironically) become very beautiful, altering their looks score to 20/51*. This recurs any time someone picks up the mask. Such beauty comes at a steep price though, as this ancient, twisted mask will quickly make clear.

* Even normally hideous creatures such half-orcs will gain this level of beauty. It does not alter their racial identity, but provides perfect symmetry, flawless complexion, dazzling straight white teeth and 'smoothens out the rough spots' making them an exotic beauty.



The wearer must make a check (d20p) each day vs. d20p + n where n is the number of days the mask has been worn. Should they fail the check, the mask drains away d100 fractional points of Intelligence and Wisdom. The wearer may opt to remove the mask at any time but such is the allure of dazzling beauty (and the commensurate attention) that a Wisdom check must be made to actually carry through on this intent. A failed check necessitates waiting a full day before trying to muster the willpower to try again.

Prolonged usage will eventually transform the wearer into a beautiful airhead. Once their Intelligence or Wisdom reaches 1/01 (being the nadir to which the mask may drain an attribute), the mask grafts itself to their face. Thereafter only an Expert First Aid provider can remove it – assuming survival of the host is important. Surviving this surgery requires a successful Trauma check and leaves the victim with a Looks score of 1/01 thereafter. However, once removed, the former wearer's Intelligence & Wisdom returns at a rate of 1 point per month.

Lokkur's Thunderous Horn

Fhokki skalds recount legends of Lokkur "the Relentless", a great chieftain who came to power during a time of terrible blight and famine for the Fhokki. He led his clan northward to a nameless mountain range seeking fertile land with ample opportunities for hunting. What they found instead was a polar drake. After wiping out the majority of the clan in repeated attacks, Lokkur gathered his remaining warriors and set off into the nearby mountains to hunt down the fell beast. They found the creature's lair high in the windswept peaks. Lokkur and his men were decimated but not before the Fhokki chieftain could exact a measure of revenge. As the vicious battle raged inside the mountain cave, Lokkur produced an ancient heirloom, a horn passed from father to son over the course of hundreds of years. In his final seconds of life, Lokkur sounded the horn, collapsing the tunnel and sealing himself and the drake inside the mountain. Most presume both perished, but some versions of the tale claim the steadfast beast clawed its way from this rubble tomb, beaten but alive.

The Horn of Thundering, also known as Lokkur's Clamorous Call and the Horn of Vociferous Volume, is a hunting horn forged from the melted-down helmets of twenty jarls. The horn is polished to a shine and banded in copper. While large and expertly made, there's little to differentiate this hunting horn from others at first glance.

The Horn of Thundering has 2d8p charges when found. When the last sounding is blown from the horn it shatters into pieces. This item is as dangerous as it's effective. Sounding the horn releases thunderous noise that reverberates outward from the device and can be heard for 8 miles. Anything within 250 feet will be physically buffeted by the overpressure. Trees will fall, buildings will crumble, tunnels will collapse, and the ground will tremor and quake. Anyone (except the horn blower) in the radius of the blast will suffer 5d4p points of damage (which ignores DR), be hurled to the ground (as from a double knockback), and have their count reset. Massive creatures (size G or greater) are allowed a Physical Saving Throw to resist the knockdown and count reset (vs. d20+18), but they still sustain damage.

Man-made structures, tunnels, trees, rock walls, and anything else that could conceivably be structurally compromised or uprooted are allowed a saving throw to resist destruction (d20+x vs. d20+18). The 'x' in the equation represents the stability of the structure or natural condition (see table below). Obviously, anything with a mass the size of a castle might momentarily quiver and witness it's gate blown in, but isn't likely to collapse from the power of the horn, while a loose mountainside full of snow will easily disgorge an avalanche. The Saving Throws listed here are general guidelines and should be modified as the GM sees fit.

Material/Construction	Applicable Saving Throw
Trees (Small)	d20+6
Trees (Large)	d20+10
Trees (Enormous)	d20+14
Wooden Building	d20+10
Wood and Stone Building	d20+13
Stone Building	d20+16
Stone Wall, Castle Curtain Wall	d20+16
Tunnel (Shorn Up – Such as Mining Tunnel)	d20+12
Tunnel (Natural)	d20+15
Medium Building (Such as a Tower)	+5 to saving throw

Mandolin of Summoning

Only trained musicians (i.e. those with some mastery in the Musician: Mandolin skill) may employ this instrument. When a specific melody (the sheet music for said may or may not accompany the item) is played for 30 seconds, the Mandolin of Summoning will magically summon 1d4 creatures to serve as allies. The ferocity of the summoned creatures depends on the skill of the player, novice mandolin players conjure creatures in line with the spell *Summoning I* while masters may summon creatures per *Summoning IV*. These creatures can be called upon no more than once every third day.

The summoned creatures are favorably disposed towards the summoning musician as long as he continues to strum the enchanting refrain. However, directing their actions requires a third party vocal accompanist. The skill level of this vocalist determines how long the creatures will stay (30 seconds for novice, +60s per skill level beyond this).

Should the musician be unable to direct the summoned creatures or when they grow bored of the vocalist, their interest will wane causing them to fade away and return to whence they came. What can you say — fans are fickle.

Mask of the Frightful Visage

Rumor has it that the Mask of the Frightful Visage was never intended to be frightful at all. The young craftsman and sculptor Brendeben Darselran sought to create a mask that could be worn during ceremonies celebrating the Shimmering One. He worked intensely for many months, carving mask after mask – determined to create the perfect ode to Ablutor's beauty. As his work progressed, he began to show his prototypes to friends and colleagues. All remarked that each iteration surpassed the last and that these were the most beautiful masks they had ever seen. Buoyed by their compliments, Brendeben swore a solemn god oath to Ablutor – for the love of the Shimmering One he would create the finest and most beautiful ceremonial mask ever seen on the face of Tellene, and that it would be complete within the month.

There are many theories about what happened next. Some say that the Shimmering One sought to test Brendeben's faith and resolve, others that the Confuser of Ways saw a perfect opportunity to sow mischief, and still others who say that it was naught but the vagaries of the human heart. What is clear is that Brendeben fell deeply in love with a nobleman's daughter who had newly come of age. In his desire to woo her, he forget all else, thinking of nothing but winning her heart. He crafted her beautiful jewelry and fine statuettes all the while neglecting his work for the Face of Rapture. At the end of the month, the mask lay unfinished. Finally remembering it, Brendeben believed it could serve as the final gambit in capturing his lady's fancy. Finding the mask in his workshop, Brendeben noticed that it was even more beautiful than he remembered, and strangely that it was finished. Fatefully disregarding this oddity for his mind was elsewhere, he went immediately to his love's house and after donning the mask called out for her to look upon his triumph. She appeared on the balcony above, and looking upon her pursuer saw a countenance beyond reckoning. Brendeben's mask had morphed into a revolting facade of absolute horror. She leapt from the balcony, taking her own life. Brendeben, driven insane with grief, fled into the wilderness, never to be seen again.

The Mask of the Frightful Visage induces horror in those who look upon it. Its physiognomy is so repugnant as to make the most steadfast warrior scream like a small child. The mask holds no power unless it is worn over an individual's face.

Those who even glance upon the loathsome visage must make a Mental saving throw (vs. d20p+13) else they are terror-stricken. Such individuals immediately drop all held items and flee at maximum sustainable velocity directly away from the mask's wearer for 3d4p minutes. As their minds are clouded by utter panic, they may inadvertently stumble into a pit or chasm without realizing it (permit a Wisdom check to implement a course correction). Those afflicted by this hysteria cannot abide any delay such as possible adversaries or obstacles and must disengage or reroute their path to facilitate their withdrawal.

The mask is indiscriminate in its effects and all viewers are subject to its terror whether they are allies or foes.

Medallion of Shielding

Forged from bronze, decorated with interlocking designs, and set with amethysts, this medallion was commissioned and created in the town of Nazmish by skilled jewelers as part of a lot of items and treasure demanded by a rampaging warlord who repeatedly threatened to destroy the town. The bribery worked, and the medallion was taken away into the world. How it subsequently acquired its magical properties is unknown.

This powerful necklace dampens magical energy allowing it to absorb a portion of damage delivered by arcane magic (though not divine magic). Any time the wearer could potentially be physically harmed by arcane magic, the medallion soaks up the first d12p points. This reduction is deducted prior to rolling any Saving Throws. For example: a character suffering 24 points of magical damage would roll 1d12p and reduce the damage by that amount. Only then would he roll applicable Saving Throws for half damage or other effects.

Once a Medallion of Shielding has absorbed 97 hp of magical energy, it loses structural integrity and dissipates as a cloud of fine powder.

Medusa Headed Lantern of Sobeteta

Those planning an excursion into the Alubelok Swamp from Sobeteta are almost certain to hear cautionary tales of the medusas dwelling therein. One story in particular relates how many years ago one such creature was responsible for waylaying river barges, killing many men, and of course creating an assemblage of statues around her lair. Although she rarely ventured out of her sanctuary, the Myrzix came to be regarded as a plague on the whole region.

Eventually a brave hero named Paramesus slew the medusa, taking her head back home to use in battle against a great sea kraken, or so the story goes. Other variations claim the men of Sobeteta braved the swamp and slew the medusa themselves. When they finished the grizzly task, they removed her writhing head and dipped it in copper, hanging it as a lantern at the entrance to their town, so that travellers would know there was no danger. This lantern no longer hangs in the spot where it was allegedly placed but the legend lives on for one can readily purchase lanterns bearing the effigy of a medusa in this city.

This hideous lantern is constructed of copper green with age and formed into the visage of a snarling medusa's head. Snakes branch off from the top of her head forming a handle. The lantern is bulky and awkward to store. When lit, light floods out from the mouth, nose, and eyes of the medusa head, as well as the mouths of the snakes. While certainly distinctive, this item provides no greater illumination than a miner's lantern.

The lantern's pièce de résistance is that it serves as a visual distraction for all creatures whose gaze alone can effect supernatural malevolence. Whether this is due to a particular chromatic aberration or some distinctive power inherent to the lamp is unknown but it is an undeniable fact. In practice, such creatures' attention is so drawn to the lantern that focusing on adversaries becomes troublesome. As such, their opponents are permitted a +3 bonus to their role when determining if they met said monster's gaze.

The aforementioned tactical benefit carries a strategic liability. All such beings are inexplicably lured to the lamp like a moth to the flame. Creatures that might otherwise be content to remain secreted within their lair are compelled to proactively seek out the lantern. The precise mechanics (i.e. how and when they approach) are left for the GameMaster to adjudicate as they are inherently linked to the scenario he is presenting. As a general rule, passing within 200 feet will attract a creature's attention.

Minsel's Ever-Full Wine Jug

The Ever-Full Wine Jug is a sacred icon of The Passionate One. In fact, it is said that the Passionate One himself once drank from the jug. In the year 90 I.R. a Brandobian noble named Lemcor Minsel learned he was dying. As his body withered, he pondered his life spent as a wine merchant in Shyta-na-Dobyo. He felt that he had lived fully, and yet despite his immense wealth, he had no heirs and no living relatives he cared for. Always a devoted follower of the Laugher, he meditated for a long while as he contemplated how his wealth should be dispersed. The next day he made a public decree – he would open his vineyard to all and throw a raucous party the likes of which had never been seen. All were welcome, and all could do as they pleased.

No expense was spared as Minsel emptied his cellars and storerooms and imported thousands of pounds of opulent delicacies. Fond recollections of graybeards tell that at least half the city took Minsel up on his offer and that the party lasted for weeks. As the days wore on, stories circulated of a man who held court at one of the many outdoor pavilions Minsel had set up on his grounds. He could not be outdrunk, declared inebriated spectators. He could not be beaten in a contest of consumption, insisted men who were stuffed to the gills. Others claimed that he easily bested those who sought to brawl with him, but they were few as all about him seemed overcome with intense joy and laughter at his very presence. At last, word reached Minsel of the powers of this amazing guest. With great effort, he rose from his deathbed to find the man. When he finally reached the pavilion, he found most of the guests in a deep wine-fueled slumber. At the head of the table was a small golden jug he had never seen before. Taking it in his hands, he drank deeply from it and reportedly a look of pure ecstasy crossed the old man's face as he lay down in the grass to sleep forever.

Minsel's Ever-Full Wine Jug's Powers				
	Level 1-5	Level 6-10	Level 11-15	Level 16-20
Annointed follower of the Passionate One	Standard Effects.	The first pour of any day serves as a minor healing potion (2d4p of healing points). Imbiber becomes intoxicated per Induce Drunkenness: Buzzed.	The jug can pour two quarts and refills in 12 hours. The first & second pours of any day serve as a minor healing potion (2d4p of healing). Imbiber becomes intoxicated per Induce Drunkenness: Buzzed. Subsequent imbibing raises drunkenness level by one.	The jug can pour three quarts, refills in 6 hours. The first three pours of any day serve as a minor healing potion (2d4p of healing). Imbiber becomes intoxicated per Induce Drunkenness: Buzzed. Subsequent imbibing raises drunkenness level by one.
Cleric of the Passionate Peoplehood	The first pour of any day serves as a minor healing potion (2d4p of healing). Imbiber becomes intoxicated per Induce Drunkenness: Buzzed. Subsequent imbibing raises drunkenness level by one.	The jug can pour two quarts and refills in 12 hours. The first & second pours of any day serve as a minor healing potion (2d4p of healing). Imbiber becomes intoxicated per Induce Drunkenness: Buzzed. Subsequent imbibing raises drunkenness level by one.	The jug can pour three quarts, refills in 6 hours. The first three pours of any day serve as a healing potion (3d6p of healing). Imbiber becomes intoxicated per Induce Drunkenness: Sloshed. Subsequent imbibing raises drunkenness level by one.	The jug can pour four quarts, refills in 6 hours. The first four pours of any day serve as a healing potion (3d6p of healing). Imbiber becomes intoxicated per Induce Drunkenness: Sloshed. Subsequent imbibing raises drunkenness level by one.

When the party finally ended, the grounds were cleaned and a new owner took possession of the vineyard. No mention of any such jug was publicized and it is a matter of intense speculation as to whether it ever existed or where it may be today.

All pourings from the Ever-Full Wine Jug are excellent 90 I.R. vintage Shyta-na-Dobyo. The jug can pour at least a quart of wine a day and is always magically refilled after twenty-four hours. Anyone who drinks the slightest sip of this wine is automatically inebriated per Buzzed. Subsequent intoxication occurs at the rate of 3 fluid ounces = 1 drink.

The above chart shows the effects the wine will have if poured by a member of the Order of the Passionate One:

Mitrasa's Paintings

Mitrasa lived and died in obscurity, a fact that could scarcely be believed if one were to see his paintings. Each canvas appears, at first glance, utilitarian and uninteresting, with each one measuring no more and no less than 48 by 77 inches. Mitrasa never painted people, rarely painted animals and wasn't even particularly fond of painting fruits, vases, or other common subjects of still lifes. It is, quite probably, this lack of intriguing subject matter that ensured there would be few purchasers of his work, and even fewer admirers.

What Mitrasa painted were quite plain interiors of buildings or monotonously ordinary scenes of nature, usually bereft of any particularly compelling points of interest. Mitrasa had his reasons – he was diligently working every day to develop and perfect the technique of perspective. By the end of his life he had so totally eclipsed his peers in this pursuit that looking at one of his masterworks is akin to viewing a mirror or a photograph. The exact geometrical precision is uncanny, and gives one the sense that they are peering into another world. Although Mitrasa's patrons and admirers were few in number, they were great in power. Even the Racounter took notice, and unbeknownst to Mitrasa, granted him a great boon. Such was the precision and realism in Mitrasa's paintings that the Loremaster imbued them all with magical power.

The number of currently extant Mitrasa's Paintings is unknown, as he never gained much fame, but is certainly less than fifty. Each painting is signed with Mitrasa's name and a short prayer to the Eternal Bard. The paintings all function in the same manner: an individual approaching the painting may "enter" the world of the composition so long as they recite the prayer written on the canvas.

In this way, any object may be placed into the painting, or a person may step wholly through the frame and into the depicted world. Should they enter the mural, they can be viewed as a new static element in the composition by observers. The image refreshes immediately upon the addition of a new element but

only once per hour thereafter. As such, outsiders are viewing a snapshot in time not a motion picture.

The world inside the canvas is, at least to initial observation, completely normal. Those having just entered it can turn around and see what appears to be a framed painting of their reality hung on the wall. They may exit the painting's reality at any time by walking towards and climbing through this portal.

It is entirely up to the GM what kind of world they have entered. It may be an empty room painted by Mitrasa that leads nowhere else, or it may link to a vast subterranean complex – such choices are left to you. These worlds may also have peculiarities that differ from the 'real world' such as variant laws of physics or magic.

Should a painting be destroyed, its link to the real world is severed and all beings within are forever trapped within this demi-plane of existence.

Onsar's Great Girdle

In the town of Gapmish, intoxicated locals cannot help but tell fascinating tales of a hero named Onsar "The Mighty" and his outlandish brawn. Despite his diminutive stature and scrawny build, Onsar repeatedly exhibited great feats of strength. He allegedly lifted wagons above his head, broke stone with his bare hands and single-handedly hoisted the rafter beams into place during the construction of a temple to The Raiser. Perhaps his most memorable accomplishment was smashing the great shield of Hurggar the Slayer – a legendary giant of ill repute. His voracious appetite was also legendary; Onsar regularly consumed meals that would have satiated three men. His great strength was attributed to an ancient belt (he claimed he inherited) imbued with magic that bestowed the strength of a giant.

Onsar's Great Girdle is fashioned from a wide swath of leather, twice the width of a man's palm. A large copper buckle, nearly the size of a dinner plate and decorated with an intricate bas-relief of a dragon's head, secures the belt. When worn, the belt increases the wearer's Strength to 20/51 and provides a Fatigue Factor bonus of -2.

These bonuses are accompanied by certain drawbacks. After a month of use (i.e. 30 days in which the belt was worn), the wearer develops the Hairy flaw. 30 more days of wearing the girdle results the wearer developing severe acne (with effects identical to the Pocking flaw). He also develops a gluttonous appetite for meat and raw eggs that can only be satisfied by eating double rations. Note that meatless standard rations will not suffice. Failure to satisfy this requirement drops Strength to 18/51 due largely to psychosomatic effects. He is also subject to HackFrenzy though any trigger events permit a full Wisdom check (roll a d20p under character's Wisdom score) rather than the more extreme check required by the flaw. If the wearer gives away or is divested of the girdle then the flaws persist for three months at which point they disappear.

Pamphlet of Dexterous Acceleration

This book is a collection of loosely bound sheaves of paper held together with but a simple string. The text contains descriptions, diagrams, and sketches of combat drills and training exercises designed to improve quickness and dexterity. Interspersed within the lessons are self tracking charts and logs upon which the reader is meant to chart progress and goals before proceeding to the subsequent assignment.

Penned by the incomparable Baramor Esabit, this work is part of a collection of regimens and fighting instructions on how to train gladiators. Individual lessons are meant to be used as visual aids during drills as well as a journal upon which to record individual accomplishments. These pages on which the student records his progress were meant to be subsequently reviewed and graded by Baramor himself, so that any mistakes could be corrected. Unfortunately, Baramor is long dead and unavailable as a conventional instructor. However, if a student ritualistically burns the filled-out pages after their completion, he will recieve a visionary dream from Baramor's ghost, correcting any mistakes the student may have made.

Learning from this text takes dedication and discipline. If one assiduously follows the instructions laid forth in the book and strictly records all progress, the next 20 BPs spent on improving one's Dexterity score are doubly effective. These techniques need not be applied all at once. Each of the 20 individual chapters lay the foundation for the next and successful completion provides residual muscle memory and permanent retention of the gains. Each chapter takes one and a half days to complete and may only be studied by one person at a time.

Example: *Tonoli the Graceless (Dex 8/44) begins following the instructions in this pamphlet (and subsequently burning the pages as he completes them). When he advances in level, he spends 8 BP improving his Dex score. Normally, this would net an improvement of 0/80 to his score (since his ability is <10, each BP spent gains 0/10). However, with the aid of the pamphlet, he gains double this or 1/60 resulting in a new score of 10/04. Next level he spends 12 BP improving his Dex (and completing the book's lessons). Since his score is now >10, each BP only nets him a gain of 0/05. However, with the aid of the book, this is increased to 0/10. His 12 BP thus net him an additional 1/20 Dex bringing his total to 11/24.*

Although the pamphlet dispenses with overly technical discussions of kinesiology, it nonetheless requires average mastery of literacy to read.

Poncho of Many Tapestries

Constructed from the remnants of an old tapestry, this garment is heavy and cumbersome; weighing a bulky 7 pounds and consequently penalizing Defense by -2. Despite its rather unusual appearance, this poncho is imbued with a very useful form of arcane magic. No one is quite sure of the exact origins of this item, though some claim it originated in Bet-Seder, a remnant from one of the fallen noble houses bankrupted by the economic downturn.

When the hood is drawn up, the Poncho of Many Tapestries camouflages the wearer by transforming the image on the tapestry to match whatever material he is hiding in or by. This effect is only useful in urban surroundings, allowing the wearer to disguise himself against a brick wall, among trash-filled alleyways or other features common to the urban environment. The wearer can more effectively hide in these areas (effectively giving him a bonus to his hide skill). Note however that the garment affords no benefits in natural surroundings, only in urban or man-made environments such as villages and cities. A worked subterranean wall does not contain the requisite contextual cues to allow this item to be effective despite it being "man-made." In fact, the Poncho of Many Tapestries is something of a detriment in everyday use, both on account of its rather awkward weight and the array of unusual colors woven into the tapestry's design making it stand out in natural settings. This cape may only be effectively worn by size M creatures as is too long for shorter individuals.

Worn	Hide Roll Modifier
Normal Wear	+20%
Hooded in Urban Setting	+50%

NOTE:
The wearer of Robes of Storage must be able to lift any item he wishes to store within its folds (see PHB p. 11). This provides an additional constraint on objects that may be carried.

Rastur's Woodland Boots

Every culture has sagas, legends, and stories featuring wandering heroes who plunge into hostile wildernesses in search of wily game to catch, unfortunates to rescue and enemies to vanquish. One series of folk-tales among the Fhokki people feature a barbaric hero named Rastur and his wilderness exploits. In the stories Rastur ventures into the wild to battle the evils of the world, and nearly every challenge he faces tests his immense constitution. In the most popular story, Rastur finally succumbs to exhaustion and as he's contemplating abandoning the quest, his spirit guide bequeaths a great gift — a magical pair of boots known thereafter as Rastur's Woodland Boots.

This set of footwear appears to be a standard pair of boots, albeit lined with fur from a mink and trimmed in rabbit fur. The boots are both warm and water resistant. Wearing the boots provides the following advantages:

Cold weather resistance: Rastur's Boots provide the equivalent of "winter clothing" without adding any bulk (i.e. no Defense or Initiative penalties apply) and are totally waterproof. If worn in conjunction with cold weather gear, the capabilities of said are extended one category further.

Fatigue: This footwear provides a -2 bonus to the wearer's Fatigue Factor.

Overland Movement: Wearing these boots provides the functional equivalent of possessing the Hiking/Roadmarching proficiency. Should an individual already possess this proficiency, no additional benefit applies.

Silent Approach: Whilst wearing Rastur's Boots, Sneaking and Hunting checks are made with a 20% bonus to mastery.

Robes of Storage

The universal desire of explorers to prepare for every contingency without loading themselves down to the point of immobility has inspired the magical creativity of more than one wizard to solve this vexing problem. As such, it is not unexpected that solutions are not unique.

These long, flowing robes, often embroidered around the edges with silver thread, have the ability to store up to 10 individual items each of up to 6 feet in length and 2½ feet in width and depth within its puzzlingly generous folds. A sack or backpack full of smaller items would count as one item in this case.

The garment not only stores the items, but also alleviates their encumbrance from the wearer of the robes as they are moved to an extra-dimensional space. To onlookers, the robe appears very normal, showing no signs of bulk or protuberances. Once items are removed from the robes, they revert to their normal weight and size.

Should the robes be destroyed, such as by fire or being shorn to pieces, any carried items are forever lost in netherspace.

Rogdan's Coin

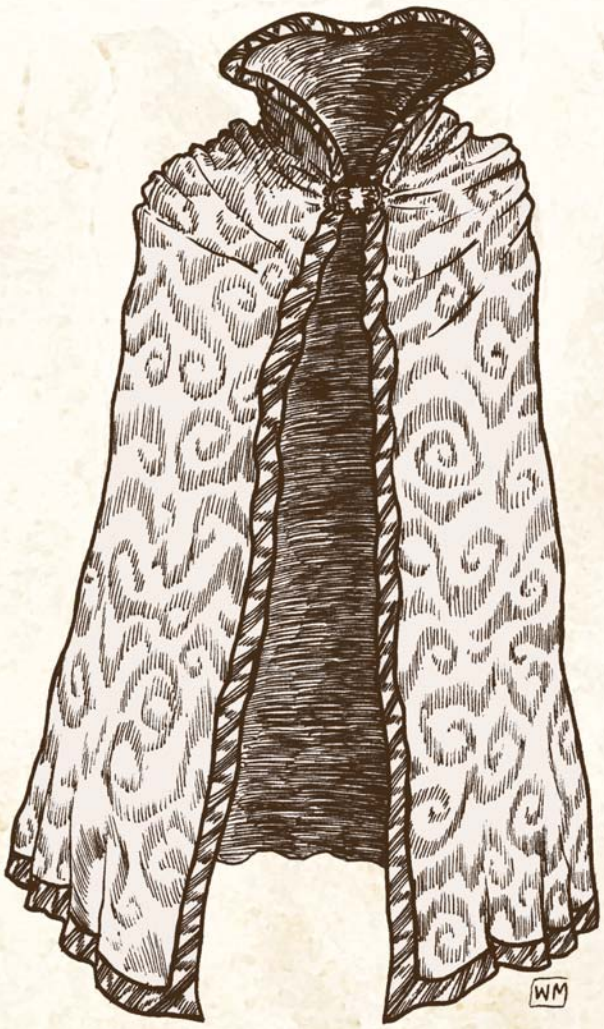
Any good con-man or thief carries at least one trick coin. Almost all are simply a coin with two heads or two tails, easily identifiable as a con by anyone examining both sides. More ingenious tricksters might have a coin that is weighted so that it disproportionately lands on one side rather than the other, but such coins are still a

very chancy endeavor. Hvamel Rogdan, however, had a coin to beat them all. It appeared exactly as a normal coin should, and was weighted exactly as all other coins. And yet, it seemed to do exactly as he wanted. When it came time for a really big bet, it always seemed to go his way. Rogdan was beaten to death by a band of mercenaries who were certain he had cheated them, although none could say how, and his coin was dropped into some money pouch or other. There's no telling where it is now.

Rogden's Coin is a fraudulent silver piece that to normal eyes looks and feels exactly like a normal coin. A cursory, albeit difficult, Arcane Lore skill check will, however, reveal that it is no ordinary coin.

Its power is that it always lands on the side that the person who flips it calls out. Additionally, the flipper can issue a telepathic direction to override his spoken command (i.e. the user can call "tails," but think heads, and the coin will land heads up). This latter ability demands a fair bit of mental dexterity and will fail unless a Wisdom check is successful.

Anyone using the coin too often will surely find that people will stop betting with them, or perhaps resort to more drastic measures.



Shot Glass of Wisdom

This item is crafted from the wisdom tooth of a giant felled by an unknown hero hundreds of years ago. The tooth was removed and hollowed out to serve as a shot glass. In the intervening years dozens of people have claimed ownership of this shot glass.

The tooth has been hollowed out from the bottom up, the roots removed and crown sawed somewhat flat, allowing it to sit relatively level. There's enough room inside the cavity for a double shot. Considering its rumored age, the tooth has held up relatively well, though it has blackened somewhat over time, and contains a large chip near the rim from where it was pried loose.

Anyone consuming a double-shot of spirits from this item will gain the benefit of a bit of additional (albeit drunken) wisdom. This power manifests as one free mulligan that must be used sometime within the next 24 hours. It's important to note that for the shot glass to function in this manner, some form of potent alcohol typically drunk as a shot must be imbibed from the shot glass (whiskey or grain alcohol for example, not beer, mead, or ale). Alternatively, this item may be used (at the GM's discretion) to suddenly gain a form of insight or serendipity about a conundrum vexing the drinker. This wisdom is often a 'gut feeling' about what action is more beneficial. Examples include: what tunnel to take, or how bad of an idea it truly is to try to break into the castle to steal the queen's jewels. However, players hoping to benefit from this effect put themselves in the hands of their Game Master, for better or worse. The magical properties of a Shot Glass of Wisdom are only available for use once per week. Note to Game Master: Proper use of this item entails the PC drinking a double shot of hard liquor. Intoxication may result.

Sipagar's Cape of Invulnerability

The Cape of Invulnerability is a highly coveted item designed to prevent an untimely death. Sipagar was a notorious scoundrel and jewel thief. He claims to have stolen the high-collared cape from the bedchamber of an important nobleman, though which nobleman and which city are widely disputed. Having met his demise in search of a hidden treasure off the coast of western Brandobia, Sipagar perished prior to revealing whom the rightful owner of the cape was.

Wearing the cape ameliorates physical damage by bestowing the owner with a bonus of +2 to their Damage Reduction (this bonus is additive with any armor worn beneath the cape).

In addition, grasping the cape by each end and pulling it tightly around the wearer invokes superlative defensive capabilities. When so mantled, the wearer

gains a DR of 20 that is proof against both physical and magical damage (this effect superseding spells that specifically bypass DR). However, the cape cannot be properly wrapped if the wearer employs a shield. The wearer must employ both hands to perform this motion thus negating the possibility of attacking, employing a device or casting most spells, limiting his defense to a d12p, and allows the user's opponents to attack at half weapon speed. He may, however, move at walking speed. This invulnerability persists for 60 seconds or until the wearer releases the cloak – whichever comes first. This latter power may be used no more than once per week.

Solomar's Gossamer Garment

This garb bears the namesake of its last known owner, a halfling named Solomar "Green Barrow" Malakar. He was known as an amateur sage and the resident authority of fairies and fairy-kin. He once penned, "I would give all my remaining years for just a chance to frolic with the pixie-fairies in Lendelwood. The freedom to fly and the ability to remain unseen is truly my heart's greatest desire."

Solomar's Gossamer Garment is a sheer, nearly transparent, fuchsia-colored hooded cloak. The garment offers scant refuge from the elements but when the hood is drawn up the wearer will turn invisible (as per the mage spell Invisibility). This effect is useable once per day. The garment is a beautiful example of pixie-fairy couture and affords the wearer a +4 situational bonus to reaction encounters with members of that race.

There is one unusual side effect of this cloak. Every time the wearer turns invisible there is 1 percent chance that he will permanently transform into a pixie fairy – his items (including the cloak) falling uselessly to the ground. Some believe this explains Solomar's mysterious disappearance.

The cloak only fits halflings, gnomes, and gnome-titans (or similarly sized creatures).

NOTE:
As the wearer of this cloak cannot threaten adversaries with a weapon, they may attack him at half their weapon speed (provided no allies of the cloak wearer can endanger said attacker).

Spirit of Sorrow

The lands surrounding the town of Unvolen have seen numerous battles over the years as Eldorlans constantly struggle to gain control of the Lendelwood. Two score years past, a nefarious mage calling himself Elplon Stroddan appeared and used his extensive knowledge of both elves and the arcane to assist his human allies. He accompanied raiders into the forest, capturing arcane items of elven design and dozens of prisoners. They entered his tower for advanced interrogations and were never seen again. Despite his sinister reputation, he proved a knowledgeable source of information (presumably gained via torture) as well as a powerful counterbalance to the elves' magical prowess.

A key to Elplon's power was the libriam of dark rituals he referred to as the Spirit of Sorrow. The tome was of unknown origin; written in ancient Brandobian and featuring lengthy passages espousing necromantic ideology. Elplon was a secret devotee of the Harvester of Souls and wholeheartedly subscribed to the malevolent ideas within. The vile book possessed a great deal of information on consuming living souls to rejuvenate the living.

Whilst returning from a successful patrol with several elven captives in tow, Elplon and his accompanying soldiers were waylaid and surrounded by elves calling for their surrender. Fearing capture, the dark mage urged his associates to stall for time while he performed some necromantic magic to assist the most gravely wounded. Survivors relate being absolutely horrified at the dark ritual he performed. To a man they fled or crawled away, their fear of the mage supplanting any apprehension of seizure by the elves. They related their story to their captors who, shocked and appalled, immediately released them on their own recognizance in order to pursue the mage. Not a man that returned was aware of what ensued. What is known is that Elplon never returned to his tower and a subsequent investigation revealed a veritable charnel house.

Substantial power is woven into the Spirit of Sorrow for those willing and able to harness it, chiefly the Maranam Ritual, which, when invoked, permits the reader of this grimoire to extract the life force of a sentient being and transfer it to either himself or another.

This dark rite necessitates burning a fresh tallow candle rendered from human fat adjacent to the restrained subject of the ritual. The mage then chants the dirge's lugubrious verses over the course of 30 minutes. Upon completion, the candle extinguishes itself in a bright flare and the captive's life is transferred to a nearby host of the mage's choice leaving only a desiccated husk behind.

In order to successfully complete the ritual, the reader must succeed at a difficult arcane lore skill check. A 10% bonus is applicable if he possesses average or better mastery in the musician (vocal) skill. If the rite was successfully performed, the subject of the ceremony is permitted a Trauma check to resist having his life extracted. Failing this, all his remaining hit points are transferred either to the mage (at a rate of 1 hp per 2 hp extracted) or a nearby third party (at a rate of 1 hp per 3 hp extracted).

Hit points gained via the Maranam Ritual do not equate to those restored via healing. Accrued hit points may exceed the individual's hit point total. However, they are not permanent and will dissipate at the rate of 1 hp/day. Note that while empowered by Maranam energy, an individual cannot heal naturally and any curative spells will be ineffective.

Collateral effects: Readers who fail their arcane lore skill check by 30% or more must themselves attempt a Trauma check. Failure results in transformation to a Spectre. Subjects drained of life by the ritual have a 5% chance of rising as a Barrow Wight.

Trackless Travel Clothes

These canvas trousers and matching shirt are highly desirable by travellers in that they are stain and wear resistant and never appear rumpled even when stuffed into the bottom of a backpack. Though exclusively casual wear, one never appears scruffy when wearing a travel outfit. A hidden advantage, one thoroughly appreciated by those spending days or weeks on the road, is that these pants and shirt completely mask any unpleasant body odors that extensive overland travel without routine access to bathing facilities may engender.

Those of a more nefarious bent have noted that the scent masking properties of these clothes can offer distinct advantages. Animals (or monsters) with keen olfactory senses are unable to employ this sense to detect such an intruder. Stealthy infiltrators so clad may be able to sneak past sentries more easily, if the guards are denied their sense of smell. Additionally, tracking a person clad in these garments requires the exclusive use of visual cues – effectively negating the advantage of tracking dogs.

One wearing such an outfit may eventually realize that there are downsides to the complete elimination of a scent signature. Friendly animals will no longer recognize them. Since they cannot readily identify their master as non-belligerent, they react as trained to an approaching enemy. War dogs will attack, sentry dogs will bark loudly and other animals will be unusually skittish. In the latter case, this results in a -20% penalty to Animal Empathy, Animal Herding and Animal Training skill checks and -10% to riding skill checks.

Trained Scarab

The dwarves of the Tamezh Mountains made many wondrous things for the court of the great king Miznoh I of Svimohzia. Gold-tipped drinking vessels carved from the horns of subterranean beasts, elegant tea kettles in the shapes of trumpeting elephants, and fine weapons of iron and steel were all exchanged for vast quantities of foodstuffs and other raw materials in the trade conducted between the Dwarves and Men. Great pomp and circumstance was undertaken in the presentation of these luxuries to the king, with the gifts brought in on wide, silver platters with golden filigree for the approval of Miznoh I. The king would politely inquire from whom the gift came to which a herald would dutifully answer with deep obeisance that it had come with personal well wishes from a respected guild master, or a noble lady, or perhaps even from a merchant of particular wealth. The lords and ladies of the court would coo with approval and fawn over the new treasure and everything would be right with the world.

During the presentation of such gifts one day, a rather small item was brought forth for the king's inspection. It appeared to be little more than a dung beetle carved out of sandstone. Immediately, King Miznoh demanded to know what charlatan of a dwarf had sent him such a paltry gift, but no herald came forth to claim it as his master's. Angrily, the king rose from his throne and slapped the insect carving from the platter, intent on smashing it upon the marble floor of the court. The carving struck the ground with a resounding clatter as the sandstone cracked and fell away, but to the astonishment of all out from the broken sandstone shell crawled a iridescent scarab beetle of black onyx. The beetle spread its cerulean wings of lapis lazuli and buzzed up into the air of the courtroom. King Miznoh broke the spell of awe over the room by shouting for someone to "catch the damn thing!" sending the whole room into a flurry of activity as the perfumed gentry climbed over one another in their futile attempts to catch the scarab as it flitted this way and that. The scarab was too fast for the crowd, however, and all of a sudden it seemed to grow to the size of a grapefruit and was bearing down on King Miznoh himself. The king shielded his eyes as the onyx insect swooped down on him and as he ducked it snatched the crown from his head and flew out an open window into the city below. After that day, no gift was delivered without first establishing the identity of the gift giver.

The Trained Scarab appears as a beautifully carved piece of solid onyx the size of a small cameo. It can be worn clipped to a piece of clothing or simply packed away, but when thrown into the air, the scarab opens up its lapis lazuli wings and hovers in the air. The scarab goes where verbally directed by its owner and can hold up to ten pounds in its articulated limbs. To return the scarab to its original size one simply verbally directs it to land back in his hand. Perhaps the greatest utility of the scarab is its ability to act as a flying grappling hook. The scarab can hold a rope in its limbs and partially burrow into any surface of stone (or softer material) and act as an anchor against the weight of a climber.

The Veil of Mourning

Perhaps no noble family of Dalen has suffered so much misery as the Fortrons. In this noble house not a generation goes by without the premature deaths of several of its sons, cousins, nephews, or brothers. The accident-prone men of the Fortron family are of the mind that theirs is a military family through and through. So, as soon as they come of age, Fortron men

dutifully enlist in the Royal marines, hoping to honor their family's commitment to protect the realm even though, more likely than not, they'll meet with an unfortunate end before their service is up. For the last two hundred and seventy years, over forty percent of Fortron men have either been eaten by sharks, strangled to death in ships' rigging, run through by pirates' cutlasses, executed for mutiny, drowned (in most major bodies of water), or died of scurvy aboard the ships of the Royal Marines.

As a result, the Fortron family is almost never out of mourning clothes. Because of the high cost of nobleman's mourning clothes, the family simply cannot afford to purchase new outfits every time one of their brood is taken by the sea. With this inherent limitation, mourning clothes tend to be re-used until they fall apart. One particular item, a simple veil of black lace, has unknowingly been in circulation through the family since the beginning of the troubles. This mourner's veil has absorbed thousands of tears and been present for hundreds of funeral processions through the cobblestone streets of Dalen. The sheer amount of sorrow that the veil has absorbed has made it an auditory conduit to the spirit world.

Many wearers of the veil have been horrified to hear the disembodied voices of departed family members murmuring in their ears during services, begging the wearer to help settle some long forgotten debt or fulfill a broken promise on their behalf. The terrified screams during these widely attended services have given the Fortron women the unfortunate reputation of being prone to insanity as their men are prone to death. Very few who wear the mourner's veil ever actually try answering the dead that reach out to them (or even realize that the veil is allowing communication with the dead), but those who do have led some of the more interesting lives of the Fortrom Clan. The last such woman to wear the veil hurled it out into the busy streets of Dalen in abject horror. The Fortroms gathered about made no attempt to recover it and it was lost in the throng of people.

The Mourner's Veil is made from a sturdy, yet elegant black lace that can be worn as a small shroud over the face. Those who wear the veil will find that once a week they are able to verbally communicate with the dead as per the cleric spell Speak to the Dead.

Vestments of Exaltation

Variations of this item exist for most if not all religious orders on Tellene. They are typically granted to upper echelon priests as marks of station or rewards for exemplary service.

Such vestments are typically made from cloth of gold and blessed and enchanted to increase the power of clerics dedicated to said faith. All are emblazoned with distinctive symbology meaningful to each religion. Because of the religious iconography prominently displayed on this item, anyone with the Divine Lore skill will immediately recognize the affiliation of the wearer.

Vestments of Exaltation provide the following benefits to clerics of the order:

- They function as *Enchanted Vestments* (PHB p. 299 - 300) that may be worn over and in conjunction with body armor. For those in Legendary Honor, they replicate the trium version of the spell. If the priest is in Great Honor, it is duae and those in Average honor receive the benefits of the unum variety.
- Wearers receive +10 to their Fame.
- The priest receives bonus spells as if his Wisdom was 1-3 points higher (3 if in Legendary Honor, 2 if Great, and 1 for Average)
- The garment also mimics the *Moderate Personal Climate* spell when worn.

Whenozh's Magic Carpet

There are countless stories and tales of magical carpets in Tellene. Some believe, based on ancient scripts and pictographs found in the region, that these items originated in Bet Seder.

There's a widely circulated story (of dubious reliability) that a wealthy Ozhvinmish spice merchant named Whenozh possessed such a carpet and routinely employed it to fly over the Straits of Svimohzia. Pirates, whom he allegedly made sport of from on high, delight in relating stories of his death. Some claim he was plucked from his carpet by a gigantic bird of prey. Others insist that his demise was far more ignominious in that he plummeted into the sea after encountering air turbulence. All agree though that the unmanned carpet sailed northward doubtlessly grounding somewhere in the Elos Desert.

The Magic Carpet is a nine-foot long by six-foot wide berber rug. Those skilled at Appraisal (textiles) will immediately note its masterful quality. It's woven from vicuña wool interspersed with gold thread. Golden tassels dangle from each end.

When the command word (allegedly disguised within the rug's intricate pattern) is spoken, the carpet lifts from the ground and awaits directions. Issuing verbal commands induces the carpet to make course corrections, elevation changes and alter velocity. In the absence of instructions, it continues on "auto pilot" indefinitely (or until it strikes a mountain).

The carpet can accommodate 4 passengers (they being size M – alternatively six small passengers or 2 large ones). Maximum velocity is 25 ft/s (15 knots) with a ceiling of 8000 feet.

Riding on Whenozh's Magic Carpet can be dangerous as a fall will likely result in death. Any passenger suffering a knock-back is automatically unseated. Inclement weather can be approximated by referencing analogous spells (q.v. *Strong Breeze*, *Gale Force Wind*). Safety restraints cannot be sewn into the carpet without destroying it. If exposed to fire, the carpet is considered a Class B inflammable item.

Wrap of Protection

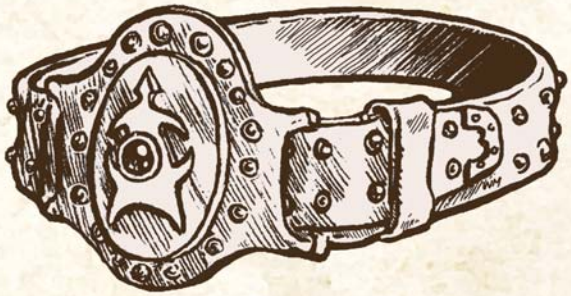
These magical garments are common enough so as not to be exclusively identified with a notable personality. All known examples have been a loose overgarment intended to be worn on the upper body. Garments as diverse as a shawl, stole, toga, poncho and even an egregiously long striped scarf have been discovered manifesting this protective dweomer.

Each wrap has the magical property of protecting its wearer as if it was a suit of armor by absorbing d4p HP of damage whenever struck. It is, however, susceptible to fire. Any time that it is exposed to flames it must make a save by rolling 7 or above on a d20 otherwise becoming destroyed and useless. The wrap can absorb up to 100 hp after which it becomes nothing more than a tattered rag useable only for mundane tasks such as polishing one's armor.

A wrap of protection may be worn over body armor to enhance its protection.

Wythmore's Bit and Bridle of Restraint

For years, many held Willar Wythmore up as the best horseman in Dregven. His horsemanship skills were without peer and he routinely performed even the most daring stunts with casual ease. That all changed the day his squire mistakenly placed the wrong bit and bridle on his horse. On that day Willar's secret was revealed – he broke his neck when his horse threw him whilst performing a difficult stunt he had pulled off many times previously. His squire, Reddarsh Wythmore – a cousin forced upon Willar by his mother – disappeared shortly afterwards, taking the magical bit and bridle with him. No one has seen Reddarsh since and some whisper he may have sabotaged his cousin out of jealousy and spite.



This combination of bit and bridle is intended for a horse, but could easily be employed on a mule or donkey. When placed in the beast's mouth, the bit grants the animal an empathic and servile connection with the individual holding the bridle. The horse will sense its rider's objective and endeavor to cooperate to accomplish what the rider intends without expelling him from the saddle. Anyone may mount the animal and ride it without undue risk (with or without the Riding skill) as long as the bit and bridle is in place. All Riding Skill Checks are considered one category lower (so Easy becomes Trivial, etc.) while using this magical item, as the beast is extremely cooperative and easy to command.

Xafoor's Belt of Buoyancy

This leather belt was presented to an infamous bucaneer named Xafoor nominally as payment for winning a bet against the eccentric wizard Luvaran during a lengthy sea voyage. Allegedly the mage did not believe that Xafoor could scamper from below decks to the crow's-nest of his ship and back in less than a minute. Xafoor, never one to refuse a bet, duly proved Luvaran wrong, chuckling at his friend's scowl as he jumped from the rigging in front of Luvaran with seconds to spare.

Just as the mage was about to postulate some obscure technicality, the weather started getting rough. The ship was tossed and many of the crew were lost overboard when the vessel broke its keel. Luvaran was thrown backwards and knocked unconscious. Seeing that his ship was lost, Xafoor bounded across the deck, earring glinting amid the buffeting waves, picked up Luvaran and lashed himself and the mage to the main mast. When they washed up on an uncharted isle a few days later, Luvaran felt deeply indebted to the sailor. He lightheartedly said that should they be rescued, he would properly settle their shipboard wager. In due time they did make their way back to civilization and parted company. Months later a courier arrived in Aasaer with a package for 'Captain' Xafoor. It contained a magnificent belt that elicited a curious laugh from the pirate. When queried all he said was, "didn't think the old coot was serious…"

The Belt of Bouyancy is made of the interwoven skins of a shark, an alligator and a ray. Whilst stylish and eminently serviceable (especially with the large, purple gem in its center buckle), its unique magical property is that the wearer may float in water as if the apprentice mage spell Buoyancy were cast on him. Though it provides no swimming mastery, merely being able to float may often prove sufficient. While worn, the effects of the belt last indefinitely.

POTIONS

Potions are usually encountered in 4 oz. (125 ml) stoppered bottles. Drinking a potion is a 5 second action during which Defense is limited to d8p. Each potion contains 5 25ml "sips." Potions, as a liquid, can obviously be introduced to other beverages and certain watery foods (i.e., soups, stew, gruel, what have you).

An incapacitated, dead, dying, or unconscious character cannot drink a potion. Attempting to pour a potion down the throat of such a character will simply asphyxiate them. If PCs insist on doing so, consult the Drowning and Asphyxiation rules as they are clearly attempting a *coup de grace* by forced ingestion. If a potion states that it may be subdivided and either ingested or applied topically than any combination said methods are acceptable options for use (i.e, half of a minor healing potion may be poured on a wound while the remaining half is drunk).

Essence of Analgesia: After drinking this potion, the imbiber will notice that small aches and pains vanish immediately and that his Threshold of Pain is increased by +4 for one hour thanks to the analgesic qualities of this draught.

Broth of Animal Control:

It allows the imbiber to control one animal* of his choice within 100 feet, for one hour utilizing mental commands. The animal is allowed a Mental saving throw vs d20+12 to resist the imbiber's will and is allowed an additional save at a +8 if given any commands that would prove immediately suicidal. During the hour in which the potion is in effect, the user is able to switch his mental domination between any number of animals in range, but each subsequent animal is allowed a new save to resist him (including any animals which had been previously dominated). Dominating an animal requires a great deal of concentration during which the imbiber is only able to walk. He cannot attack, cast spells, and his defense roll is limited to a d12. If he is incapacitated or if he willingly gives up control of the animal then the previously dominated animal will act naturally. If the animal had been ordered into combat, it will make a morale save in order to determine its fight or flight response. At the hour's end, the imbiber has a 1% chance of developing the Animal Antipathy flaw in regards to the last animal he exercised dominance over (with no BP bonus).

*An animal is defined as any "real world" creature size tiny or above with the exception of sapient beings.

Potion Characteristics

It is beneficial to customize the look and feel of each of the potions you place in your game. Much as a tequila sunrise and a rum and coke look and taste very differently, at the end of the day both are essentially identical *potions of intoxication*. So too will different formulations of individual potions vary in color, odor, opacity, viscosity and effervescence. This may reflect the idiosyncratic personality of the formulator, an incomplete understanding of the formula's active ingredients or variant methods employed to catalyze a desired chemical reaction.

Such variation lends a unique descriptive element to each potion. While this descriptor may enhance gameplay, its true value is that it marks every potion with a unique tracking code. This is invaluable as it permits you to easily maintain a catalog of every potion your players may accumulate without having to reveal its function. Months later when they finally are in such a dire predicament that it trumps almost every player's tendency to hoard magic items, you won't be left wondering what was that potion they found six levels ago.

Color (d20)
01. Colorless
02. Milky
03. Gray
04. Yellow
05. Golden
06. Chartreuse
07. Green
08. Amber
09. Orange
10. Red
11. Wine
12. Maroon
13. Bronze
14. Russet
15. Brown
16. Puce
17. Purple
18. Cerulean
19. Blue
20. Ebony

Aroma (d20)
01. Ammonia
02. Camphor
03. Chocolate
04. Cinnamon
05. Citrusy
06. Earthy
07. Fishy
08. Gamy
09. Lavender
10. Lemon
11. Mint
12. Musky
13. Odorless
14. Pine
15. Putrid
16. Sulfurous
17. Vinegary
18. Whiskey
19. Woody
20. Yeasty

Opacity (d6)
1. transparent
2. translucent
3. murky
4. cloudy
5. muddy
6. opaque

Viscocity (d6)
1. water
2. blood
3. egg yolk
4. syrup
5. oil
6. honey

Effervescence (d10)	
01-09	no
10	yes

Potion of Ardor

A sip of this potion will grant the individual who partakes of it an immediate, deep infatuation with the first person they make eye contact with (as long as that person is of the same race as them, i.e. no Dwarves falling for Elves). This manifests in strong feelings of desire for a loving relationship. For 1d4p weeks per dose, the object of their affection will have an effective +25 bonus to all Diplomacy, Intimidation, Persuasion, Seduction, and Skilled Liar skill checks against the person affected. After the third use of the potion's influence, however, (and after every third use thereafter) the object of affection must have congress with the afflicted party or lose any influence they had once wielded.

Potion of Breathlessness

When drunk, it seems to expand in volume once it reaches the stomach, giving a pleasant feeling of fullness. A potion of breathlessness frees its imbiber from the shackles of aerobic respiration. Those under the effects of this potion need not breathe for any reason save speech. As such, these characters are not only rendered immune to fatigue, but can survive normally underwater or in a vacuum. As long as the character chooses to hold their breath, they are also immune to poisonous gases, spores, molds, and smokes of all kinds (unless they can be absorbed through the skin). Choking attacks no longer pose much of a threat, either. Note that characters who wish to speak or vocalize sounds will still have to draw breath to do so and so could still risk inhaling dangerous fumes or anything else that may be present in the air. This potion lasts for 2d4p minutes once drank.

Potion of Buoyancy:

Anyone who drinks the entire potion becomes buoyant and able to float on air for d4p+2 minutes... a sip lasts only a few seconds (d4p). Imbibers beware - when the potion wears off, one will fall, and until it wears off, you cannot touch the ground without assistance.

While under the effect of this potion, one may control their altitude by either sucking in air to ascend or belching to descend. A lightly laden character may ascend or descend at a rate of up to 3 feet per second. Heavily laden characters (i.e. those in full metal armor or otherwise carrying 45lbs or more of weight) may only ascend at 1 foot per second, but can descend at 5 feet per second. The total, supportable weight is the imbiber's body weight +100 lbs.

Cordial of Clairaudience:

It allows the user to focus his hearing to listen in on sounds up to 150 feet away. He can eavesdrop on conversations in other rooms of an inn, whispered secrets from a table away or the sound of weapons being drawn in a corridor. This ability lasts for just 20+2d4p minutes. A side effect is that the drinker is able to roll one die lower for initiative, as he is unusually prescient at detecting the approach of danger.

Climber's Draught:

When drank, myriad, tiny spines sprout from the hands and feet of the imbiber. These spines allow the drinker to climb on any solid surface at crawling speed, vertically or horizontally (even upside down) without the need of climbing gear for 30+2d6p minutes. To take advantage of this ability, however, the would-be climber must be barefoot and barehanded, as both hands and feet are needed to support the climber's full weight. Particularly strong individuals with a Strength rating of 15/51 or above, however, are able perform these same climbing feats with only their hands-- bypassing the need to go barefoot.

This potion does not provide any benefit to anything other than climbing (e.g. pick pocketing, grappling, etc.).

Potion of Duplicity:

This accursed draught was brewed by priests dedicated to the Confuser of Ways. Imposters whisper that a fount of this liquid bubbles up from the earth deep underground inside a secret temple located in the Imomena Hills.

Whatever the truth, the Potion of Duplicity is extremely hazardous. At first blush the potion appears to be nothing more than a common healing draught. Indeed, drinking a small sip (~25 ml) will restore 1 hp to the drinker's most severe wound. If used

conservatively in this manner, a total of 5 sips may be nursed from the flask each restoring a point of damage

Only very precise testing will discover its true insidious nature. A successful Very Difficult Arcane or Divine Lore skill check will reveal this potion for what it truly is.

Consuming a full Potion of Duplicity within a 30-minute timeframe will instantly send the drinker into a body-crippling convulsion. This agony ends after a minute when the drinker vomits up a hunk of flesh, rendering the drinker catatonic for the next five minutes. Over the course of the next 30 seconds this fleshy spawn transforms into a fully adult changeling (see HoB page 66-67). This horrid mutation can be harmed during its infancy, but the changeling begins with full hit points and damage reduction and rolls a d8p for defense, regardless of its current state. Once fully formed, the changeling may attack or properly defend itself (or preferably flee) without penalty. Should it survive, the changeling will assume the identity of the potion drinker – retaining full knowledge of their history and life.

Potion of Fleet Feet

An imbiber gains a boost to his speed when walking or running, allowing him to move at double his normal rate. This increased celerity also imparts a +3 to the drinker's defense during the hour-long duration of this potion.

Potion of Giantism:

This odd concoction causes the imbiber to grow larger by one size category. Once a person drinks this potion, he grows at a rate of 1 foot per minute until he reaches the full growth the potion allows. Once the character reaches this maximum height, he retains this stature for d6p hours.

A Potion of Giantism does not affect a character's Strength. However, because Small and Medium characters are increased in size to Medium and Large characters, respectively, each is able to more easily wield larger weapons if they already posses the requisite strength. That is to say, a Small size character who grows to Medium size can now wield a longsword in one hand, while a Medium size character who has grown to Large size can now do the same with a two-handed sword. Characters also gain 2 feet of reach and their movement speed increases by one category (see the *Hacklopedia of Beasts*).

Any armor or clothing worn when the PC drinks a Potion of Giantism will be rent asunder by the transformation and anything needing a normal sized hand to manipulate is rendered effectively useless as the grips become too undersized for practical use. Hafted size M weapons, pole arms, and two handed swords can be used one-handed, however, though the latter two no longer add the +3 bonus normally occurring to creatures using them as two-handed weapons. Of course, larger creatures have the disadvantage of also being better targets for missile weapons.

Potion of Hill Giantism:

Once the imbiber drinks this potion, he will grow in stature and girth for ten seconds until he towers as tall as a hill giant. The character's appearance changes to such an extent that he is indistinguishable from a hill giant (albeit, a hill giant version of himself) for 20+d10p minutes. His strength increases to 20/01, his attack increases to +16, his DR becomes 4, his Defense becomes +7 (and is cumulative with any Defense bonuses from Wisdom and Dexterity the PC may have), he gains 15 extra HP, and he can uproot trees or use some other large object (subject to GM approval) to clobber foes as proficiently as a hill giant wielding a club would (4d6p+8). Anything needing a normal sized hand to manipulate is rendered effectively useless as the grips become too undersized for practical use. Hafted size M weapons, pole arms, and two handed swords can be used one-handed, however, though the latter two no longer add the +3 bonus normally occurring to creatures using them as a two handed weapons. Intuitively, one retains any specialization bonuses with weapons able to be wielded in giant form. It is advisable to not drink this potion when in a confined area as the enlargement process is rapid and Hulk-like, tearing asunder any worn garments or armor.

Alternatively, if you find this too complicated, the drinker polymorphs into a hill giant with stats as reflected in the *Hacklopedia of Beasts*.

Potion of Hoar Frost Giantism:

Once the imbiber drinks this potion, he will grow in stature and girth for ten seconds until he towers as tall as a hoar frost giant. The character's appearance changes to such an extent that he is indistinguishable from a hoar frost giant (albeit, a hoar frost giant version of himself) for 20+d10p minutes. His strength increases to 20/01, his attack increases to +18, his DR becomes 5, his Defense becomes +8 (and is cumulative with any Defense bonuses from Wisdom and Dexterity the PC may have), he gains 20 extra HP, and he can uproot trees or use some other large object (subject to GM approval) to clobber foes as proficiently as a hoar frost giant wielding an axe would (4d8p+10). The newly gigantic imbiber also gains a hoar frost giant's resistance to cold (including a DR 20 vs. magical cold). Any armor or clothing worn when the PC drinks a Potion of Hoar Frost Giantism will be rent asunder by

the transformation and anything needing a normal sized hand to manipulate is rendered effectively useless as the grips become too undersized for practical use. Hafted size M weapons, pole arms, and two handed swords can be used one-handed, however, though the latter two no longer add the +3 bonus normally occurring to creatures using them as a two handed weapons. Intuitively, one retains any specialization bonuses with weapons able to be wielded in giant form. It is advisable to not drink this potion when in a confined area as the enlargement process is rapid and Hulk-like, tearing asunder any worn garments or armor.

Alternatively, if you find this too complicated, the drinker polymorphs into a hoar frost giant with stats as reflected in the *Hacklopedia of Beasts*

Healing Ointment: This creamy balm is effective if rubbed onto a wound no older than 24 hours. The ointment allows the wound to heal at twice the normal rate (every 12 hours counts as a full 24-hour day of healing). An individual may be treated with as many applications as desired, but each wound only benefits once from the ointment. Each jar contains 3d4p applications. Healing Ointment may be combined with the First Aid skill for additive benefits provided it is applied subsequent to critical care.

Minor Healing Potion:

This liquid can be used in one of two ways: either imbibed or poured directly on a wound.

If the entire draught if consumed, the potion heals the drinker 2d4p points, or 1d3 for each half portion. When imbibed, the potion heals all wounds evenly.

For example, if the character had 3 wounds of 1 point, 4 points and 6 points respectively and the potion healed 3 points, the wounds become 0 (healed), 3 points and 5 points. Any fractions are applied to the most severe wound(s) in order.

Wounds fully cured as the result of this potion are subsequently ignored in the case of excess restorative points.

In the previous example, had the drinker rolled 7 points of healing, one would apply to the one point wound and 3 to each of the other wounds.

The second method of using a Healing Potion is to apply it directly to a particular wound. In this case, the potion is only half as effective (roll 2d4p and divide by two, rounding down), but all points are applied to the wound in question. Excess points are not applied to other wounds in this application.

Healing Potion:

This elixir is similar to the Minor Healing Potion in all respects save that it heals 3d6p points, or 1d8p points if taken in halves or poured upon a wound.

Major Healing Potion:

Save for increased efficacy, this potion functions as the Minor Healing variety. It heals 4d8p points, or 2d6p points if taken in halves or poured upon a wound.

Healing Salve: This sticky liniment may be applied to a fresh wound (i.e. suffered within an hour) to provide an immediate 1d4p points of healing to that particular injury. An individual may apply as many daubs as desired, but each wound only benefits once from the salve as reapplication is unnecessary and ineffective. Each jar of Healing Salve contains sufficient material for 2d4p uses. Healing Salve may be combined with the First Aid skill for additive benefits provided it is applied subsequent to critical care.

Potion of Indefatigable Dynamism

Once imbibed, drinkers gain a multitude of benefits from this concoction: a -1 to Speed (but not below Minimum Weapon Speed), a +15% bonus to Observation checks, Initiative dice are improved by one (this is cumulative with any bonuses from a character's race or class), immunity to fatigue, and finally no sleep required for a period of 24 hours (and accrues no penalties for missed sleep during that time). After this

24 hour period, however, the need to sleep becomes irresistible and the imbiber falls unconscious for 24 consecutive hours. Characters under the effects of a Potion of Indefatigable Dynamism are imbued with a intractable energy that does not allow them to sit still for more than a few minutes. These characters need to act—now! Consequently, sedentary activities like magical or mundane studies, meditation, or anything that takes a modicum of quiet concentration are impossible.

Tonic of Intemperance:

Beware this elixir, for it is a concoction that will, with one sip, reduce even the staunchest inebriate into a shuffling tosspot. Anyone who imbibes this potion becomes immediately wasted (+2 Morale, -25% Resist Persuasion, +6 Initiative, -6 Attack & Defense, +2 Speed, -35% penalty to Language skill checks). Sobering up from a dose like this takes time (refer to the Intoxication Rules on pg. 133) and the hangover that follows comes with its own penalties (refer to the Hangover Effects on pg. 133). Suffice to say, one sip of this potion can make life fairly difficult for a character until its effects have worn off. Note that the effects of this potion are not cumulative if more than one sip is drunk at once. Whether a character drinks one sip of this potion or downs the entire bottle, he will become wasted. If a character that is already wasted drinks of this potion, he passes out.

Potion of Invisibility

This potion renders the drinker invisible for 2d6p x 10 seconds per sip. A standard potion contains 5 sips.

A Potion of Invisibility in no way renders a person incorporeal; they can still suffer damage and may be detected using other senses (smell, sound or touch). Those who cannot see the invisible character suffer heavy penalties to hit or to defend against him (-8 to attack and -4 to defense).

During the final 8 seconds of this potion's duration, the character gradually becomes increasingly visible (in one-eighth increments, that is he becomes one-eighth visible eight seconds prior to the potions expiration and 12.5% more visible every second thereafter).

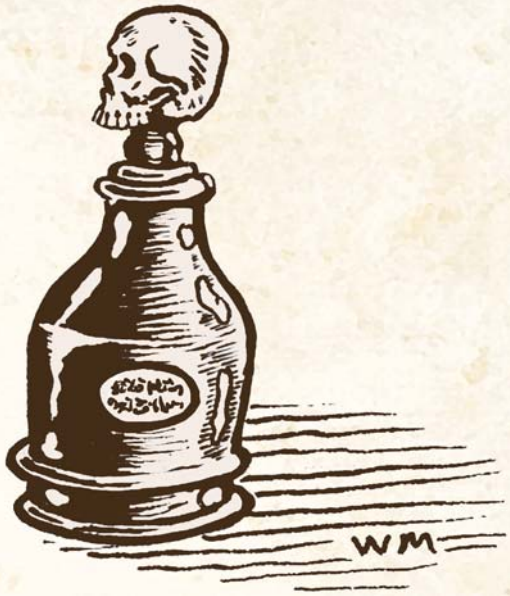
Attempting to strike a semi-visible character confers a –7 attack penalty when he's one-eighth visible. This drops by 1 for each increment until he reaches full visibility at which point there is no longer a penalty. If the imbiber attempts to make any sort of attack against an opponent while under the effects of this potion, then he will become immediately visible afterward (regardless of whether the attack struck or missed).

Potion of Enhanced Invisibility

This potion's ingredients are unknown, and those who have tried to find them out have all been found with slit throats. Highly prized by thieves and spies, the imbiber will become invisible for 8 hours. This potion in no way makes a person incorporeal, therefore, he can still suffer damage and be hit, but, those who cannot see him suffer heavy penalties to hit or to defend against him (-8 to attack and -4 to defense). Any character rendered invisible by this potion may make any number of attacks during its duration without breaking the potion's spell, however, after attempting the first attack the potion begins to wear off until its effects diminish entirely after five minutes. Once the potion wears off, the individual will become visible again.

Potion of Mental Domineering:

Some ancient recipe evolved into what we have in this potion. When drunk, the imbiber gains the ability to attempt domination of another's mind. Any sapient, bipedal human, demi-human, or humanoid sized M or S who falls under the imbiber's dominance (by failing a Mental Saving Throw vs d20+12) can be ordered to undertake any action to the best of their ability. Any immediately suicidal order can be resisted with another Mental Saving Throw (with a bonus +8). If the target succeeds on either of these saving throws, then he is freed and/or rendered immune to the effects of the potion for 24 hours. Only one individual can be dominated at a time and he must remain within line of sight of and a 60ft radius from the imbiber or be freed



from the effects of the potion. The imbiber can attempt to reassert control of the subject if this happens, but the target gets a new Mental Saving Throw. The effects of this potion last for 2d4p minutes.

After a Potion of Mental Domineering's duration runs out, any formerly dominated victims recall only that they have experienced lost time, much like waking up from a night of blackout drinking, but are unable to remember any details. Those who have undergone any traumatic experiences at the hands of the imbiber or his allies (for example, physical beatings or emotional battery—all subject to GM's discretion) then remember that some sort of abuse has taken place as a hazy impression. If the victim then sees the face of his abuser, he immediately remembers the abuser's identity and may react with anything from fear to murderous rage depending on his character.

Potion of Mind Control

When a person drinks even a sip of this potion (drinking extra has no additional effect), he is highly susceptible to the suggestions of others for 2d4p x 10 minutes. During this time, he can be controlled by anyone commanding him.

Once a Potion of Mind Control wears off, the victim has only a very vague memory of what occurred while under the effect of the potion and cannot recall any specific details. However, if they were abused, they remember who the responsible party was - and experience a sense of rage so intense that they may immediately attack this individual.

Potion of Orcish Steadfastness

This potion remedies all effects of fatigue, thirst and hunger currently afflicting the character and also allows the imbiber to ignore all effects of fatigue for 2d4p x 10 minutes after drinking this vile tasting liquid. After the potion wears off any penalties resulting from fatigue, thirst, and hunger reassert themselves.

Poisoned

This is not actually a potion, but rather an elixir gone awry. For any of a myriad of reasons, the creator of this concoction erred and the result was dangerous. Anyone drinking a Poisoned Potion suffers one of the following ill effects detailed in Table 14.1.

The poisoning victim should attempt a Saving Throw. He rolls a d20p and adds his Constitution score while the GM rolls a d20p and adds the poison's Virulence Factor (typically 10, but may be adjusted by the GM).

If the GM rolls above the PC's score, the victim suffers the full effect of the poison. A successful save results in reduced effects as noted in the description.

Table 14.1: Poison Potion Effects (roll d12)

1) Periodic vomiting for d4p x 10 minutes. Vomiting occurs for 2 minutes and repeats every 2d6 minutes. Character is effectively incapacitated while vomiting. If save is made, illness duration limited to 5d4p minutes.
2) No effect for three hours, after which the character suffers incapacitating diarrhea for d4p x 10 hours. No effect with successful saving throw.
3) Immediately vomit for 2d3 minutes and suffer 2d4p damage. Character is recovered thereafter. If save is successful, character vomits once and suffers 1d4 damage.
4) Character feels ill and suffers a d6p penalty to all rolls involving physical activity. This persists for 2d4p hours. If save is made, penalty reduced to d3 – duration is unaffected.
5) Weakness, dizziness, headache, difficulty breathing and nausea (-3 to all Ability scores for 2d12 hours – if any ability score (except looks) is reduced to 0 the victim dies); if saved against effects last 1d4 hours, death cannot occur – rather the victim falls into a coma for 24 hours
6) Inflammation that results in d6p hp loss at a rate of 1 hp/10 seconds until rolled damage is reached; if saved against inflammation is of reduced severity (d3), other rules apply
7) Inflammation that results in d4p hp loss /minute until a "1" damage is rolled; if saved against, total damage is 1d4
8) Tissue damage that results in 2d6p hp loss at a rate of 1 hp/10 seconds until rolled damage is reached; if saved against, only 1d6 hp loss occurs at indicated rate
9-12) Hypoxia resulting in death in d4p minutes; nothing occurs if save made

Potion of Prescience: This potion allows the imbiber to recieve a premonition of any danger posed to him for one hour. During this hour the character will always roll d3 for his initiative regardless of circumstance.

Potion of Sleep: A sip of Sleeping Potion causes a person to instantly fall asleep for 8 hours, during which time they cannot be awakened even if sustaining an injury.

However, during this time the imbiber heals much more rapidly, recuperating as if 24 hours of rest had passed.

Soaring Dram:

Anyone who drinks it will gain the effects of the 10th level mage spell Flight for 50+2d10p minutes. If the potion wears off whilst in flight, the aviator will plummet to the earth.

Soporific Potion: A soporific potion is a VF16 poison that can induce a deep, coma-like sleep if an imbiber fails his saving throw. The sleep's duration is 2d4p+X days (where X is the number a character failed their saving throw by). A character under the effects of a soporific potion cannot be awakened by any mundane method, even personal injury. During this time, the imbiber will heal much more rapidly, however, recuperating wounds as if under the care of a master First Aid provider. The sleep of the soporific potion keeps the victim in a state of virtual suspended animation, meaning that he will neither succumb to starvation nor dehydration during his potentially long slumber. Additional First Aid or nursing may not be applied to a character under the effects of a soporific potion.

Potion of Speed

This potion gives its imbiber a phenomenal boost to his speed, allowing him to take all physical actions in half the time it normally would take (round up). The effects of a Speed Potion last 4d20p+100 seconds.

After this effect wears off, the drinker is fatigued and mildly dehydrated (see dehydration rules). Fatigue penalties (q.v.) are equivalent to -8.

Strength of Iron Brew

This brew temporarily gives the drinker a physique of iron. He adds d6 points to his strength for 3d4p x 10 minutes, subject a maximum of 20/51.

Potion of Unyielding Vigor

This potion is said to be Dejy in origin. The imbiber is endowed with great, unyielding strength, raising his strength to 20/51 for 3d4p x 10 minutes regardless of the individual's current muscular potency. This potion emulates molten iron and almost seems to glow red as if with an intense heat, although it is cool to the touch. It smells of burning wood and tastes like a very smoky, spicy pepper sauce.

Venus Elixir

Some call this the most powerful philter of love that can be created by mortal distillers of the arcane. This variant shows how subtle the line between magical blessing and curse truly is. The first person with whom eye contact is made upon imbibing a mouthful of this elixir will become the subject of the drinker's undying love. Key word – "undying". This effect is permanent, and should the object of desire be killed, or disappear, the charmed character will obsess to the point of madness, and do everything in their power to find their lost love.

The object of affection will have an effective +40 bonus to all Diplomacy, Intimidation, Persuasion, Seduction, and Skilled Liar skill checks against the affected person. Unlike the Potion of Ardor, the object of desire never has to consummate the romantic desires of the other party in order to maintain interest. However, if the object of desire ever does anything to terribly betray the trust or love of the other party (such as openly courting another suitor in front of their face, physically attacking them, or any other particularly heinous act subject to GM approval) then the affected party's love for the object of desire will drain away and be replaced by a terrible scorn.

Against the individual who bears their wrath, as well as any associates or partner they are aware of, the affected gains a +80 modifier to any Resist Persuasion skill checks that need be made (as well as losing their previous vulnerabilities), and will actively set themselves against the party they feel wronged them. Vindictiveness will be pursued to the best of their ability and resources, and any attempt to humiliate (or kill, depending on personality) their victim will become a preoccupation.

Fortunately, these potions are only ever made with a single operable dose and tend to be quite rare. Perhaps the most terrible aftereffect of the potion, whether the undying love turns to scorn or not, is that any individual ensnared by a Venus Elixir will never again be able to experience love with any other person for the rest of their life.

Elixir of Vocal Mastery:

This elixir coats the throat permitting vocalists much greater vibrato and perfect pitch. Vocalists gain +30% to skill checks after downing this elixir while Orators gain +20%.

Non-vocalists may benefit from this elixir as well as it negates laryngitis in any form.

Effects last 4d12p minutes (cured laryngitis does not return after the effects end).

Potion of Water Breathing

After drinking a Potion of Water Breathing, characters can respirate underwater for 2d4p minutes per sip. There is a drawback to taking this potion, however. If the potion hasn't worn off, the imbiber will suffer suffocation damage upon coming out of the water, much like a fish would. After being in the air for two minutes, a character under this potion's influence becomes subject to the drowning/suffocation rules (q.v.) as if they were attempting to breathe underwater. Once the potion wears off, the imbiber is able to breathe air again.

SCROLLS

Scroll distribution, balance between arcane vs. divine types and spell levels are presented in the Treasure Tables.

Notes:Scrolls must first be deciphered before they may be used. This necessitates either the Arcane or Divine Lore skills as appropriate.

Once an individual (who need not be a mage) has recognized the scroll contents through a successful Arcane Lore skill check, he may enact the spell by reading the scroll aloud. This must be done clearly and carefully resulting in a reading time twice as long as the casting time of the spell in question. Scrolls may be read by anyone who has successfully deciphered them - even a fighter! (**Note that readers of arcane scrolls are *not* subject to spell mishaps having to do with armor and shields**).

Clerical Spell Scrolls:

First, the religion of the scroll must be determined. This is important because the selection of spells and their level may vary wildly depending on who scribed it.

Roll on the following chart:

Faith of Clerical Scroll's Inscriber (d20)	
1	Cathedral of Light
2	The Courts of Justice
3	Church of Everlasting Hope
4	Temple of the Stars
5	Temple of the Patient Arrow
6	The Face of the Free
7	The Order of Thought
8	The Conventicle of the Great Tree
9	Church of Chance
10	The House of Shackles
11	The Order of Agony
12	The House of Knives
13	The Conventicle of Affliction
14	The Temple of Strife
15-20	Re-Roll

Clerical scrolls are fundamentally different from arcane scrolls in that reading the prayer inscribed upon them invokes a miracle fostered by the author's deity. The reader need not be currently capable of enacting the spell due to inexperience or even a complete lack of ecclesiastical training.

Any cleric may attempt to decipher a spell of any religion. However, they are bound by the convictions of their religion to never blaspheme by uttering sacrilegious prayers. Spells that do not appear on their spell list are considered heretical and thus off limits. Should a priest disregard these restrictions, he suffers an Honor hit equal to the spell level of the prayer he invokes via his sinful act.

Other characters may attempt to decipher clerical scrolls provided they have some mastery of Divine Lore (q.v.). Should they be an anointed follower of a particular deity, they too are subject to punishment for heresy (i.e invoking sacrilegious prayers) albeit at only one-quarter the severity of a priest. Characters that are not anointed face no such stricture.

As a side note, characters with any mastery in Divine Lore will have demonstrable evidence of the existence of divine beings making the concept of atheism a foolish notion.

WANDS

Wands store from 1-100 charges, with newly fabricated wands containing a full 100 charges. Of course, wands found in treasure troves and similar locales generally have far fewer charges as they have used by their previous owners. The suggested number of charges remaining is indicated on the Treasure Tables.

In general, wands possess 2-5 special abilities or spell-like powers that consume charges (though such expenditure may often be mitigated by the application of Spell Points). As a wand expends charges through use, some and eventually all (at zero charges) of the powers can no longer be used. Once a wand reaches zero charges, it crumbles to dust.

NOTE:
Unless otherwise noted, should a wand inflict damage it bypasses DR (natural or armor) just as arcane spells do.

Unless stated otherwise, all wands can be used only once every 10 seconds, and each power generally requires its own command word. If Spell Points are used to enable a wand's effect, the user suffers spell fatigue for d4p seconds after the wand discharges. Of course, the diminish spell fatigue talent is applicable here. Non-spellcasters employing spell points to enhance an effect are also subject to spell fatigue.

Should the wand wielder wish to perform another action in conjunction with using his wand, it requires 1 second to draw the wand and 2 seconds to stow it.

Many wand effects allow the target to attempt a saving throw that, if successful, reduces the damage they suffer. All such attempts are made as if the effect originated from a 12th level caster (i.e. saves are d20p+SAVE TYPE vs. d20p+12).

Some wands are only usable by certain character classes or have other restrictions or notes on usage. These are indicated in [brackets] following the wand's name. Wands restricted to mages may be employed by hybrid mage classes. Rogues may not employ these devices as they do not possess the rigorous magical training to do so.

If a wand is used to strike someone, it has a weapon speed of 10, is counted as an armed attack [i.e. opponents will not be able to double their weapon speed against the wielder as they would be with an unarmed attack], and the only applicable attack bonuses stem from the character's level, intelligence, and dexterity. Obviously, the wand does not cause any physical injury in and of itself, relying instead on the magic it is conducting. As with touch spells, defenders using a shield are subject to the effect upon a shield hit.

Biting [Any]

Anyone can use this wand to create a magical attack that simulates a bite. The range is only 3 feet, thus usage requires the close proximity of melee combat. The wielder can expend up to three charges to inflict a magic bite of 1d6p points of damage per charge (bypassing the armor and defenses of the victim).

Mages can command a ranged attack from the wand (effective up to 180 feet) and can utilize up to 6 charges. Further, the mage may expend 100 SP in place of a charge, but a minimum of 1 charge must be used.

The wand may make a bite attack no more than every 10 seconds. Victims of this magical bite suffer only half damage if they succeed at a Dodge save (the wand user rolls d20p+12).

Discovery

This enchanted wand is constructed of willow, is ten inches long, and tapers towards the end. A thin blade of brass juts out from the handle, polished to a mirror sheen. When a charge is expended the top of the wand glows with a pink light.

Wands of Discovery can be used in the following ways:

- 1 charge can be expended to increase skill mastery for one hour in: Language, Literacy, Mathematics, or Astrology by 40% as long as the wielder already possesses at least novice mastery of the target skill. Only a single charge may be so expended.
- 2 charges can be expended to increase skill mastery for a single check in Arcane Lore by 40%.

Dust

The Wand of Dust has several functions. First, it serves as a Divining Rod for all who wield it. Spending one charge compels the wand and the bearer's hand to point immediately towards the nearest source of fresh water. Additionally, and much more impressively, Mages can spend 10 charges to transmute up to a 10x10x10' volume of water (7500 gallons) into sand. They may add 100SP to enlarge this volume by an equivalent amount. Up to 500 SPs may be so expended [i.e., for the mathematically challenged, an "equivalent amount" equates to an additional 7500 gallons or an additional 1000 cubic feet]. Note that this does not create a void space. The water is replaced by sand. If the volume transformed is less than the contiguous volume of water present, the sand will sink to the bottom of the pool, lake or river as the case may be. In the latter case, it will create a sandbar whose permanency is dependent on the river or stream's rate of flow.

If used to physically strike at an enemy (expelling five charges and 50 SP while doing so), the wand allows its user to subject them to the dehydration rules (q.v.) should the mage land a blow in melee combat. Only a single attempt to do so is permitted per expenditure of the charges. The wand dehydrates an enemy one severity category per hit with the initial effect causing mild dehydration, the second moderate, the third severe and a subsequent blow causing death.

Fire and Flame [Mage]

The potent Wand of Fire and Flame has several effects:

The wand's most rudimentary power, one that does not require charges and functions as long as any charges remain, is to produce a small tongue of flame at its tip. If used in conjunction with the Fire-Building skill, it provides a +50 bonus to Fire-Building skill checks.

The following list of increasingly potent effects requires the expenditure of charges.

- **Fire Finger** (1 charge and 5 SP): effect as Fire Finger spell inflicting d3p+6 points of damage with a range of 25 feet
- **Scorch** (2 charges or 20 SP plus one charge; 21+ charges remaining required): effect as a Scorch spell inflicting d3p+15 points of damage.
- **Flaming Orb** (3 charges or 30 SP plus two charges; 41+ charges remaining required): Creates a 10 foot diameter ball of flame at a range of up to 100 feet that can roll in any direction commanded by the mage (this concentration precludes other actions) at a rate of 5 feet per second. Further, it can roll up and over any barrier, even along ceilings and ignites all combustibles in its path. The flameball will ignite Class B objects on touch. It requires 20 seconds of persistent contact to ignite Class C items.

  The flaming orb only persists for 10 seconds. However, the mage invoking it may expend 1 Spell Point per second to maintain its existence.

  Those coming in contact with the flaming orb suffer 2d6p damage (Dodge save for half) while those within a 5 foot radius of the fiery ball sustain 1d6p points of damage per 10 full seconds of exposure. The damage suffered cannot be reduced by armor or natural hides, etc.

  A successful save by an individual in contact with the orb immediately causes it to wink out of existence.
- **Fireball** (4 charges or 60 SP plus two charges; 61+ charges remaining required): A small (3 inch diameter) ball of flame shoots forth from the end of the wand up to a range of 200 feet. At maximum range or anywhere along the path chosen by the mage or on contact with any obstacle, the tiny fireball bursts into a 20 foot diameter ball of flames. Whilst the fireball has no concussive effects, anyone within the area of effect suffers 6d6p damage (Dodge save for half damage). The damage suffered cannot be reduced by armor or natural hides, etc. Any combustibles of Class C or lesser engulfed in the flames are also ignited.
- **Wall of Flames** (5 charges or 100 SP plus three charges; 81+ charges remaining required): The wand creates a wall of flames up to 60 feet long and 20 feet tall (at the discretion of the wielder). Any creature that comes within 10 feet of one side of the wall (as designated by the caster upon casting the spell) is roasted for 6d6p damage immediately and another 1/10 of that rolled sum per second that he remains within this vicinity. Further, any creature actually attempting to pass through the wall suffers an additional 6d12p damage. In both cases, the victim may attempt a Dodge saving throw to save for half damage, but the damage suffered cannot be reduced by armor or natural hides,

Pro Tips:
Unlike the *Firewall* spell, the Wall of Flames must be linear. If there's insufficient room to accomodate its full length, a shortened Wall will manifest.

etc. This spell will immediately ignite Class C items it contacts and Class D items after 60 seconds of exposure. Note that it must be in physical contact with an object for ignition to occur.

Once invoked, the mage must concentrate exclusively on maintaining the wall and expend 2 additional SP per second doing so.

Flowers [Any, Cursed]

This wand appears as any one of the other wands and even exhibits the expected properties and even functions normally if the command word is used. However, in heat of battle or other stressful situation, a bouquet of flowers pops from the end instead of the intended effect. Once its true nature is revealed, the wand will thereafter be incapable of doing anything else.

Further expenditure of charges merely produces additional flowers. However, if 10 charges are used, the wand produces a magnificent bridal bouquet suitable for a marriage ceremony.

d8 roll	Flowers produced
1	Carnations
2	Daffodils
3	Daisies
4	Irises
5	Lilies
6	Peonies
7	Red Roses
8	Tulips

Healing [Any]

This wand allows the user to spend one charge and automatically succeed at a First Aid skill check regardless of the mastery level or difficulty.

A cleric can use it to cast the spells indicated on the chart:

Charges Expended	Curing Elicited (hp)	Charges Remaining Required
2	d3p	2
3	d4p	16
4	d6p	33
5	d8p	48
6	2d4p+1	64
7	2d6p	80

Illumination [Any]

Any character employing a Wand of Illumination can expend a charge and automatically succeed at a Fire Building skill check. A cleric or mage may expend one charge (or 10 SPs) to light a candle within 10 feet of the wand. Similarly, a cleric or mage may expend two charges (or one charge and 20 SPs) to light up to 3 torches within 20 feet.

- **Lantern Light:** A cleric or mage may expend three charges (or, alternatively, one charge and 40 SPs) and have the wand illuminate an area as a lantern, with light magically emanating from the tip for 20 feet (40 in dim light) in all directions. The light lasts for 2d4 hours and requires at least 20 charges remaining in the wand.
- **Cone of Light:** A cleric or mage may use 4 charges (or, alternatively, two charges and 60 SPs) and the wand generates a cone of directional light from the tip. This beam is 60 feet long and 20 feet wide (120 feet long and 40 feet wide in dim light). The light lasts for 2d4 hours and requires at least 40 charges remaining in the wand.
- **Ignition:** A cleric or mage may draw on 5 charges (or, alternatively, three charges and 100 SPs) and the wand causes any pile of wood or wooden objects (up to Class D flammable items) to immediately burst into flames. Creatures standing on or bound to the wood (such as an accused witch) or right next to it suffer 4d4p damage (Dodge save for half damage). This effect requires at least 60 charges remaining in the wand and requires the wand user to be within 10 feet of the fuel source.
- **Sunburst:** A mage or cleric may draw down 6 charges (or, alternatively, three charges and 200 SPs) and a bright sunburst springs from the wand filling an area of 60 foot radius, blinding any onlookers viewing the wand wielder for 10d4p seconds (double for creatures with low light vision or dark vision) as well as causing 6d6p damage to any undead within the area (whether or not they were viewing the mage at the time). This effect requires there to be at least 80 charges remaining in the wand.

Lightning [Mage]

This powerful wand has several effects:

- **Shock** (one charge or 20 SP): the wielder may touch a victim with the wand to jolt them for 6 points of electrical damage (half if the victim succeeds on a Physical save). This requires a successful melee attack.
- **Arc** (2 charges or 20 SP plus one charge; 16+ charges remaining required): Electricity arcs from the end of the wand to a victim up to 10 feet distant. The victim suffers 2d6p damage (half with successful Dodge saving throw).

- **Lightning Bolt** (3 charges or 50 SPs plus two charges; 33+ charges remaining required): Discharges a 5 foot wide, 60 foot long bolt of electricity from the end of the wand. All those in the area of affect suffer 6d6p damage (Dodge save for half vs. 12th level magic). The bolt rebounds off of hard, flat surfaces such as walls, doors, ceilings and floors. The damage suffered cannot be reduced by armor or natural hides, etc.
- **Thunderclap** (4 charges or 80 SP plus two charges; 51+ charges remaining required): creates a booming thunderclap that inflicts 2d6p damage (no saving throw) and deafens all creatures within a 120 foot radius (excepting the wielder). Deafness lasts for 10 seconds per point of damage suffered.
- **Forked Lightning Bolt** (5 charges or 150 SP plus three charges; 67+ charges remaining required): Similar in most respects to a regular lightning bolt, the forked bolt is discharged as two, parallel bolts each 5 feet wide. Together, the two bolts are 10 feet wide and 120 feet long.
- **Chain Lightning Bolt** (6 charges or 200 SP plus four charges; 84+ charges remaining required): As a lightning bolt, but once the bolt hits a target it arcs to the nearest metallic target (e.g., someone in iron armor, a metal door or a pile of coins) and continues arcing between the nearest targets (if equal-distant, it always hits a new target) until the bolt has traveled 120 feet or has struck eight targets. The bolt inflicts 8d6p points of damage to the first victim, subsequently losing 1d6p in potency until fizzling out for a mere 1d6p points of damage on the final mark. Armor and natural hides do not reduce damage.

Mighty Weapons [Any]

By grasping this wand and uttering the command word followed by the desired melee weapon form, the wand instantly becomes this weapon until the wielder chooses to will it back to wand form. As with mundane weapons, attempting to wield a weapon summoned by this wand without the necessary proficiency incurs the standard non-proficient weapon penalties (see pg. 142-143 of the *Player's Handbook*). Further, the wielder can expend up to 10 charges to give the weapon a bonus to attack and damage equal to the number of charges expended. Any bonuses due to expended charges end after one successful melee attack.

A mage can choose to spend 50 SPs plus an additional 10 SP per charge used (if any) to have the weapon strike unerringly during his next attack. Note this cannot be applied towards called shots. Combat rolls are still made to determine if any special effects favorable (or detrimental) to the wielder of the Wand of Mighty Weapons occur (such as a critical hit or a fumble).

Projectiles [Any]:

The wielder causes a projectile of his choice to spring from the black opal set into the end of the wand on a direct line toward an enemy, hitting on a successful ranged attack roll (excepting any cover, including shields, of course). Further, the wand has a range of 120 feet, but all projectiles fired count as if the attack came from a mere 10 feet away from the target! Moreover, the wand may be used every 5 seconds and damage done by the projectiles ignores DR. No fumbles or critical hits are possible. Cover is appropriate here.

Charges	Weapon Type	Damage
1	Knife	d6p
2	Sling Stone	d4p+d6p

In the hands of a mage, projectiles strike unerringly (even ignoring shields and cover if the weapon can physically bypass), though no fumbles or critical hits are possible. Mages gain access to the following weapons:

Charges	Weapon Type	Damage
3	Axe	2d4p
4	Javelin	d12p
5	Bolt/Arrow	2d6p

If a mage spends 30 SPs per charge required for the use, the wand expends only one charge when used (regardless of how many were originally required).

Summoning [Mage]

This wand allows a mage to summon creatures of varying power levels and numbers to do his bidding (see the following charts). Summoned creatures appear directly adjacent to the mage, encircling him in the case of multiple creatures. Use your best judgment and be reasonable. Clearly, a human being does not occupy an entire five-foot square. Summoned creatures may be forced to temporarily be in close proximity with someone currently occupying it. This will not inflict injuries on either party—witness a crowded Tokyo subway line. If in the rare circumstance that the summoner is in a truly confined space and foolishly summons creatures into it, they all instantly become ground beef. Caveat Summonitor.

Creatures so summoned attack enemies or carry out some task that requires less than 5 minutes. If the latter, the mage must be able to communicate with them in order to issue them a task. All summoned creatures (this is particularly important for humanoids) appear as the default entry in the Hacklopedia of Beasts and are not subject to morale rules as per a standard creature of their type.

A mage may choose to spend 50 SPs per monster level summoned to avoid expending any charges beyond the first.

1 charge expended (requires 1 remaining charge)

d8 Roll	Creatures Summoned
1	Dogs, Wild (3)
2	Goblins (3)
3	Kobolds (4)
4	Rats, Giant (5)
5	Skeleton
6	Spider, Large
7	Strix
8	Troglodyte

2 charges expended (requires 12 remaining charges)

d8 Roll	Creatures Summoned
1	Ants, Giant (3)
2	Beetle, Giant Fire (5)
3	Gnole
4	Orcs (4)
5	Orkin Wardawg, Lesser
6	Rats, Giant (11)
7	Ticks, Giant (2)
8	Wolf, Dire

3 charges expended (requires 24 remaining charges)

d8 Roll	Creatures Summoned
1	Boar
2	Bugbear + Goblins (3)
3	Gnoles (2)
4	Imp
5	Ogre
6	Scorpion, Giant
7	Troglodytes (4)
8	Wolves, Dire (2)

4 charges expended (requires 36 remaining charges)

d8 Roll	Creatures Summoned
1	Bugbear
2	Hobgoblin + Goblins (5)
3	Orcs (5)
4	Snakes, Venomous (Rattlesnake) (2)
5	Spider, Very Large + Spider, Large
6	Wasps, Giant (8)
7	Weasels, Giant (2)
8	Wolves (2)

5 charges expended (requires 48 remaining charges)

d8 Roll	Creatures Summoned
1	Ghoul
2	Goblins (13)
3	Orcs (5) + Orkin Wardawg, Lesser
4	Spider, Huge + Spider, Very Large
5	Toad, Giant
6	Troglodytes (5)
7	Weasels, Giant (3) + Weasels (4)
8	Zombie + Skeletons (3)

NOTE: Summoned creatures are in a dream-like state not fully cognizant of their surroundings. They unquestioningly obey the commands of the summoner regardless of the risk involved and without any thought of racial animosity. If still alive (or undead) at the conclusion of five minutes, they return to the spot they were summoned from and recall the experience as a dream. If slain, their bodies remain on the battlefield leaving their companions to wonder at their sudden disappearance.

6 charges expended (requires 60 remaining charges)

d8 Roll	Creatures Summoned
1	Ants, Giant Warrior (2)
2	Goblins (10)
3	Orcs (6)
4	Skeletons (3)
5	Spider, Huge
6	Spiders, Very Large (2)
7	Ticks, Giant (3)
8	Zombies (2)

7 charges expended (requires 72 remaining charges)

d8 Roll	Creatures Summoned
1	Ant, Giant Warriors (2) + Ants, Giant (4)
2	Bugbears (2)
3	Hobgoblins (5)
4	Orkin Wardawg, Greater
5	Spiders, Very Large (3) + Spider, Big
6	Strix (5)
7	Warg
8	Wererat

8 charges expended (requires 84 remaining charges)

d8 Roll	Creatures Summoned
1	Bear, Black
2	Gargoyle
3	Ghast
4	Orcs (5) + Orkin Wardawgs, Lesser (2)
5	Shadow
6	Skeletons (6)
7	Spider, Gigantic
8	Yeti

Volcanic Fire [Any]

Nine-inches long and carved from lava rock, this rough-hewn, coarse wand is surprisingly resilient considering the potential for breakage. There are no markings on the wand to indicate what function it serves, though the choice of material is suggestive of volcanic processes.

Smoke Screen (1 Charge) The wand's basic power functions as the Smoke Screen spell.

Choking Gas (3 charges) This 20' radius gas cloud is comprised of hot ash and noxious gasses. It resembles the smoke from a smoldering fire but is far more intense. If anyone remains in this area, such as to engage in battle, they must make a check in order to simulate the detrimental effect this intense smoke inhalation has. For every 10 seconds spent in this area, each PC or monster must make a Physical Save (vs. d20+12).

A failed save means they begin to suffer from smoke inhalation. Assess a -1 penalty to Attack, Defense and Damage. Subsequent failures are cumulative. If an individual accumulates penalties of -10, he dies. Exiting the smoke permits one to reverse penalties at the rate of +1 per 5 minutes.

Visibility: This too is hampered by thick asphyxiating smoke. The areas are considered to be in dim lighting (regardless of illumination) thus necessitating a -4 Attack and -2 Defense penalty upon all combatants. Low light vision does not remediate this penalty.

The ash cloud dissipates after 5 minutes.

Scalding Gas (5 charges) This 20' radius gas cloud functions as the above except that it is also superheated. Any creature entering the superheated cloud takes 2d6p damage. The cloud retains its heat for the entirety of its 5-minute duration. This cloud cannot ignite combustible materials.

Volcanic Fire (7 charges or 150 spell points plus 4 charges) The wand spews forth superheated ash and gas. This blisteringly hot effluvia is ejected as a 30-foot long, 10-foot wide cone that deals 6d12p+6 points of damage to anyone caught in it. A successful Dodge saving throw (vs. d20+12) results in only half damage.

On the next second after the wand has been discharged, the ejecta forms a 20' radius cloud of Scalding Gas centered at the terminus of the cone.

Water [Any]

This wand allows the user to purify water and with charge expenditure to create water in a variety of forms.

Purification [Any]: The wand's most rudimentary power allows the user to utter a command word to purify up to 75 gallons of water (10 cubic feet). The purified water is safe to drink, as the power of the wand is sufficient to remove poison or other dangerous substances. Note, however, that fish or animal species large enough to be seen with the naked eye are not eliminated unless they pose a health hazard. Such use expends 1 charge, but a mage may opt to spend 10 SPs to reduce this expenditure to zero.

Stream [Cleric, Mage]: If the Wand of Water has 25 or more charges remaining, a cleric or mage can speak a second command word to create a stream of water from the end of the wand. The water flows for 10 minutes at a rate of 3 gallons per minute or until the user speaks the relevant command word again. Such use expends 2 charges, but a mage may opt to spend 10 SPs to reduce this expenditure to one charge.

NOTE:
Creatures subject to a geyser may not reply with missile fire. If directed at a target in mêlée, the target's opponents may immediately make a tactical move to disengage which the target cannot circumvent or reply to (negating a possible free attack, rearward strike, etc). If they choose not to disengage and their reach is less than five feet, they too are subject to the effects of the geyser (mêlée being a, pardon the pun, fluid affair). Damage in this latter case should be divided equally between all parties involved.

Cloud of Fog [Mage]: If the Water Wand has 50 or more charges remaining, a mage can speak a third command word to create a cloud of fog. The cloud encompasses 2d4p 10-foot-cubes. The thick fog restricts sight beyond 3 feet and dampens the area, making the ground slippery. Sprinting within this area requires a Feat of Agility check (vs. d20p+9), running (vs. d20p+6), and jogging (vs. d20p) – failure indicates a slip and fall. The cloud lasts for d6p x 10 minutes, dissipating over the final minute. Such use expends 3 charges, but the mage may choose to spend 20 SPs to reduce this expenditure to two charges.

Geyser [Mage]: If the Water Wand has 75 or more charges remaining, a mage can speak a fourth command word to expel a high-pressure jet of water from the end of the wand that reaches up to 60 feet away. This jet lasts for 10 seconds per 4 charges expended, but the mage may choose to spend 30 SPs to reduce this expenditure to three charges plus 10 SPs for each further 10 seconds of use beyond the first. The jet produces 40 gallons of water per 10 seconds.

If directed at a single creature for 5 seconds, the force of the geyser inflicts d12p points of damage. The mage simply points the wand at any target and needn't roll to-hit. There is no save for the victim, but armor and natural absorption can reduce or eliminate the damage sustained. After the initial 5 seconds, the mage may continue to direct the jet at the target or switch to a new opponent. The geyser also knocks Small (and smaller) creatures back, while Medium creatures must make a Feat of Agility check (vs. d20p+6) to resist being knocked back and Large creatures must make a check (vs. d20p) to resist being knocked back.

PROJECTILES

Aerial Buoyancy

This missile's special power is only effective upon impacting a size L or smaller creature though it need not physically injure said target to enact its power. Those struck by this missile must succeed at a Physical saving throw (vs. d20p+6) else they are gently propelled upwards to a height of 10 feet.

If the floating being can contact a wall (either by proximity or via a pole), it can perform lateral movement by launching itself off the surface but is incapable of descent. Barring this, they are left to hang in the air until the effect dissipates. Creatures capable of flight may employ this power to ascend to higher altitudes but cannot descend below 10 feet.

After 5+d6p minutes, the creature will gently float back to earth.

Animal Bane

These missiles are intended to frighten off large natural predators, removing them as an imminent threat but not necessarily killing them and causing unknown collateral damage to the local ecosystem.

Upon cursory examination, they are uniformly decorated with a small but tangible specimen of the creature they are enchanted to ward off, usually a small piece of fur glued to the shaft.

If a creature is hit (though not mandatorily wounded) by such a projectile appropriate to its species, it must attempt a Tenacity check (vs. d20p+4). Failure indicates that it is spooked by the arrow and will scamper off. It will not approach the archer or any in his company for the subsequent d4p+1 days.

Armor Piercing

These missiles uniformly feature a diminutive, albeit weighty, warhead fashioned from a heretofore unknown non-ferrous metal. When striking body armor, chitin, or bone, these projectiles are able to puncture the protective carapace with ease delivering full weapon damage to the target.

Translated into game terms, these missiles ignore DR for any target they strike. If the arrow strikes a shield it will pierce through it and go on to the target's armor, but the armor's DR then applies. *For example, if Brognan the archer uses an Armor Piercing arrow to shoot a shieldless opponent and strikes true, then the arrow ignores the foe's DR. If, however, that opponent had been wielding a shield (and its cover value would have caught the arrow), then the arrow would instead pass through the shield and deal damage to the opponent as a mundane arrow.*

The Asp (bolts & arrows only)

These missiles are distinctive in that the shaft has a texture reminiscent of a snake's skin. When nocked (in a drawn bow or tensioned crossbow), it transforms into a rigid skinny snake. The serpent can be shot like any other missile and offers no penalty to accuracy despite the lack of fletching post transformation.

Any target struck by the missile suffers a wound comparable in severity to that inflicted by a projectile normally discharged by the bow or crossbow as normal for a successful hit. However, the missile also discharges asp poison into the wound (see Snake: Asp on p. 283 of the *Hacklopedia of Beasts*).

After striking an object, the missile will fall to the ground and fully transform into an asp (6 hp). Should it have impacted an individual (or his shield), the snake will Aggressively Attack said person until slain. If it failed to hit a creature and impacted upon an inanimate

surface, the transformation still occurs. However, in this latter case, it remains in place and will only strike out if approached within five feet. In either case, the conjured snake vanishes if slain or after 5 minutes have expired.

Bashing (throwing axes only)

These projectiles are renowned for their ability to deliver an extraordinary blow capable of knocking a man to his knees. Anyone struck by one of these missiles – even if deflected by a shield – is subject to double the knockback effect that the damage inflicted would otherwise indicate.

Alternatively, if fired into a door, it replicates the effect of a Bash Door spell.

Bodkin

These missiles uniformly feature a wicked barded warhead. Should it succeed at hitting and damaging a target, the missile is considered to be "deeply embedded" regardless of the actual damage inflicted. See "Arrow Wounds" (p. 19) for information on the procedure for removing such a missile.

Boulder (bolts & arrows only)

This formidable projectile bears little outward clue as to its true potency. When shot, it transforms in flight becoming a large spherical rock. Despite the significant additional mass, the enchantment is such that the boulder follows the exact same trajectory as the missile that spawned it.

Should it strike true, the target suffers 4d10p damage from the impact (or 2d10p if blocked by a shield).

Asp Poison: VF9, failed saves have -2 to Attack, Defense, and Damage for 2d12 hours; a 'nat 1' is instant death.

Dissuasion (bolts & arrows only)

Arrows of Dissuasion are not designed to kill, rather they are meant to scare off any wild beast or other foe who approaches too closely. These blunted arrows only inflict d4p damage but compel the target, if struck (though not necessarily injured), to make a Mental saving throw (vs. d20p+12) or be driven away per a failed morale check. These arrows are highly prized by mercenaries savvy enough to understand that completing a mission doesn't always involve slaughtering everything in your path.

Distance

These enchanted arrows facilitate long distance archery. When aimed, the target appears closer than it actually is. This extra sensory perception, coupled with a dweomer that mitigates the downward pull of gravity, permits firing at twice the distances listed in the Player's Handbook (each range increment being doubled).

Aiming is a necessity when employing these arrows to their full effect. If a snap shot is taken with one of these missiles, no extra range is possible.

Enraging (bolts & arrows only)

Encouraging an opponent to enter a blind psychopathic rage may at first blush seem to be a truly horrible decision. However, there may be tactical situations where this can decidedly work to the advantage of those audacious enough to employ this strategy.

When a creature is injured by this missile (i.e. merely scoring a hit is insufficient, the target must actually sustain an injury via a wound sufficient to bypass any DR), it is permitted a Mental save (vs. d20+9). Should it fail, it becomes incensed at the temerity of the feckless archer and will thereafter make killing said bowman its sole purpose in life. It will immediately dispense with its current actions, disengaging from mêlée if necessary, in order to reach the offending archer as quickly as possible. It avoids becoming engaged with other opponents except in the case where they bar its access. Once within range of the bowman, it will Aggressively Attack until its hated adversary is dead.

Note that the induced rage does not compel stupidity unless said is the creature's normal modus operandi. As such, a creature will not leap across a crevice to its death simply because it's the shortest linear distance to the archer nor will it ignore at its peril those seeking to take advantage of its distraction by mounting attacks on its rear (though it will not pursue). If capable of ranged attacks, it will certainly employ these to purposeful effect.

Fireball

The bright red vanes on these missiles are a passive mnemonic device to remind archers of the potentially lethal capability present within these items. In some instances, javelins have been similarly enchanted though not universally encoded with red markings on the shaft.

Upon striking a solid surface, these missiles exude a *Fireball* (q.v.) centered at the point of impact. Those in the volume of effect are permitted a Dodge save in order to sustain but half the 6d6p damage resulting from the detonation. The sole exception is an individual directly struck (e.g. not deflected by a shield) by the missile who receives no such save.

Firefly Stones

Furum Kapran, a Halfling poet and orator often filled his tales with strange items of power. He always insisted on the veracity of these objects. Most of these were fairly mundane items, like a broom that cleaned floors on command, or a rolling pin that made enchanted cookies. The rather unimpressive nature of them led few to question his tall tales, or care much about whether he told the truth about these ensorcelled wares.

One item he often spoke at length about was something he called Firefly Stones. Over the years these small sling stones have also been referred to as Furum's Pellets. These stones are more clearly based on fact than legend, and many have sought them over the years. It seems that the Halflings of Kapran's clan were always on the lookout for the perfect skipping stones. Each family had their own prized collection of these perfectly smooth rocks. They were prized for both functionality and beauty, and a good stone could be the envy of the whole town. Over the years the best stones became concentrated in the hands of private collectors, and some have, undoubtedly, ended up at the bottom of lakes and rivers. It is rumored that some were enchanted to be not only beautiful, but deadly.

These slingstones appear as smooth river rocks or small, colorful agates. Most are deep red, but some feature colored streaks of black, white, or even blue. They are usually found in batches of ten or twelve.

When propelled from a sling, a Firefly Stone acts as a +1 damage slingstone. In addition to the +1 damage bonus, a Firefly Stone ignites upon being slung. When such a stone strikes an object, it inflicts an additional 1d3p points of fire damage. Anyone slinging such stones must be cautious, as a missed shot could easily start a fire and ignite Class B flammable items.

Frightening

Upon impacting an object, this missile delivers a tremendous (though ineffectual in game terms) explosive noise coupled with a bright flash of light. Bystanders must immediately perform a Tenacity check (vs. d20). Those failing this check immediately flee the area. Animals suffer a -6 penalty to their tenacity check.

Heat Seeking Arrow/Bolt of Thunder

Heat Seeking Arrows of Thunder are nigh unto legendary amongst experienced archers. Devotees of the bow and crossbow whisper amongst themselves on stormy nights that the Stormlord himself forges the mythic projectiles and distributes them to those he deems worthy. Whether these stories are true or not, Heat Seeking Arrows of Thunder do exist.

Against a warm-blooded target, these arrows confer a +5 bonus to hit. Once the arrow strikes something, all within 20' of the impact point (including the intended target if hit) suffer 3d4p points worth of damage with the possibility to save for half damage (Physical save vs. d20p+12). Resolve any misses through the Firing into Melee rules in the PHB to determine where it does hit (and subsequently detonate).

Heat Seeking Arrows of Thunder are consumed when detonated. These arrows provide no explicit damage bonus.

Hobbling

Individuals injured by these missiles will thereafter find it difficult to move with the rapidity to which they are normally accustomed. The effect is such that they are limited to half their normal pace. This malady persists until such time as the responsible wound is fully healed. The missile confers no other advantages vis-à-vis Accuracy or Damage.

Homing (bolts & arrows only)

These missiles usually are found as a set of 7-12 individual projectiles. They are all keyed together to facilitate follow-on shooting.

Once any individual missile strikes a target, any subsequent missiles shot from the same set will automatically hit this target regardless of the shooter's accuracy (or lack thereof), though an attack roll should still be made to check for a critical hit or fumble. Even wild snapshots will unerringly jink around obstacles or corners to strike the individual with an embedded homing arrow unless there is a physical barrier such as a barred door that prevents this or he passes beyond the missile's maximum range. Even in these cases there is a consolation prize in that the follow-on arrow(s) will mark the barrier he passed through or the direction in which he was traveling.

Note that cover (including that provided by a shield) offers no protection from homing missiles. Should the target remove the embedded missile, it can no longer grant its unerring power of attraction to its fellows.

Hounds Bane (bolts & arrows only)

Arrows of Hounds Bane are the product of Ka'Varo Balemoro, an invalid Kalamaran hedge mage. Ka'Varo and his company, the Rokk Woods Wanderers, spent seven years investigating and plundering the Wild Lands for hidden treasures and ancient artifacts. They faced giants and grevans, and claimed to have once discovered the lair of a slumbering dragon. Yet it was a mere wolf that destroyed Ka'Varo's leg when he was taken unawares in the woods. The wound crippled him forcing his companions to abandon the mage in the town of Jorej while they continued on to complete a time-sensitive quest. They never returned.

Since his crippling encounter, Ka'Varo developed a fear of canines. His lame left leg shook his confidence and Ka'Varo lived in constant fear of being too close to dogs and wolves. While recovering from his wounds, the mage learned how to shoot a bow and he quickly fell in love with the weapon. Ka'Varo spent the next several years designing magical arrows to combat canines. He called these the Arrows of Hounds Bane.

These arrows are superlative quality arrows, granting a +3 Attack bonus when shot and adding 3 points of damage to any wound inflicted. Each arrow emits a high-pitched, piercing noise when fired. Upon striking a canid (or any doglike creature), the monster is compelled to make a special Tenacity check (d20+3 vs. d20 +/- the creature's tenacity modifier) regardless of circumstance. Failure indicates that the dog withdraws from the battle. This magical effect is discharged when the arrow strikes any target – dog or not – leaving behind a normal arrow.

Huntsman (bolts & arrows only)

The Huntsman's Arrow is prized by hunters of animals and men for its ability to slow its target. The target struck must succeed on a Physical saving throw (vs. d20+14) or be slowed to a walk. This arrow is most often employed to hinder an escaping opponent or to delay a pursuer. Even the fastest runners will find themselves quickly outpaced or overrun if they have a Huntsman's Arrow sticking out of them. After a Huntsman's Arrow strikes its target it loses its magical properties and becomes a normal projectile. These arrows provide no damage bonus.

Ignition

These missiles may be dismissed as junk by a casual or uninformed observer as their points are apparently severely rusted. This would be most unfortunate as those doing so will be forgoing acquisition of a very useful weapon.

This projectile's warhead ignites upon forceful contact. Its primary purpose is to initiate a fire via the extremely hot temperatures the immolating head generates. Unlike a conventional flaming arrow, the iron warhead burns hot enough to liquefy (effectively dealing 1d3p damage to the armor's hit points, per the Armor Degredation Rules on p. 197 of *The Player's Handbook*). This is sufficient to *initiate* a self-sustaining fire on even difficult to burn Class D flammable items (see "Setting Stuff on Fire"). Note that ignition does not imply immediate incineration and subsequent firefighting actions may quench the fire.

If an individual is struck by the projectile, he suffers a supplemental burn wound of 2d6p+6 hit points and is subject to follow on damage if clad in flammable clothing (see the *FireFinger* spell for details). Should the missile impact a shield, it will be set alight. See Setting Stuff on Fire: Extinguishing Fire (Class C items) for mitigation details. Of course, because the arrowhead liquefies as a stage of the ignition process, it cannot be re-used.

Illuminator

When this missile strikes an object, be it animate or not, it instantaneously begins to emit a powerful white light comparable in all respects to an *Illumination* spell (PHB p. 366). Obviously if embedded in a creature's flesh, the centerpoint of this illumination may change as the individual moves about.

Should the missile be broken in twain, the light will continue to emanate from the larger half. If covered in or by an opaque object, it is effectively neutered as long as the shielding remains. The light will persist for 30 minutes once activated.

The missile confers no other advantages vis-à-vis Accuracy or Damage.

Jolting

Upon contacting a creature – even should its DR be sufficient to fully absorb the missile's impact – this projectile delivers a powerful electrical Jolt. The target must immediately succeed at a Trauma Save lest he drop all hand-held items.

Kismet (bolts & arrows only)

It's said you can never quite seem to find arrows (or bolts) of kismet if you go out looking for them. These incredibly useful projectiles instead seem to crop up in unexpected places and at times when you least anticipate them.

Valued by any archer, arrows of kismet add +4 to attack and damage and allow their user a re-roll. This can apply to any die in the sequence from initial attack, an individual damage die or subsequent penetration dice. The archer must first roll his attack and then decide whether or not to use the power of the arrow. If he decides not to (probably if the arrow strikes its target), he is then free to use it to reroll any individual damage dice. For example, an archer shoots an arrow at an ogre. His attack roll is sufficient to strike the creature so he holds off on his reroll. He rolls 2d6p for damage and gets a 5 and a 6 on the dice. He again elects to hold his reroll in reserve. The penetrating die comes up 2 so he now finally uses the power of Kismet and rerolls that die.

Once fired, an arrow (or bolt) of kismet loses its magical properties and become a normal projectile

Lightning

These highly unusual missiles feature a shaft made from a rod of glass topped by a pure copper warhead. While it might be understandable to mistake these for ceremonial or artistic representations of the missile in question, have no doubt that they are very potent weapons.

When fired at a target, the projectile leaves a trail of sparks providing transitory illumination. Just prior to impact, the missile is consumed becoming a powerful bolt of lightning.

If the archer's Attack roll was successful, the target is directly impacted by the stroke suffering 6d6p damage with no saving throw permitted. If not, consult the "Shooting Into Melee" rules in the PHB to determine the actual point of impact.

Wherever the bolt actually impacts, a 10' wide stroke of lightning will instantly discharge proceeding 50 feet along the trajectory of the spawning missile. Creatures within this region sustain 6d6p damage though may attempt a Dodge save (vs. d20p+9) to reduce this by half.

Messenger (bolts & arrows only)

This curious missile permits the transmission of verbal messages over distances that may otherwise hamper said or when ambient noise conditions might also prove disruptive. It can also be used by a sender that wishes not to approach the recipient, desires to

retain his anonymity or is illiterate and incapable of transcribing a note.

The sender records a message by grasping the shaft and speaking to it. The next sapient creature to touch the missile (voluntarily or not) hears the message repeated aloud to them (occasionally prefaced by, "Message for you, sir").

Pain (bolts & arrows only)

Historians believe the first Bolt of Pain was forged deep in the bowels of the earth in a dark ritual dedicated to the Flaymaster. Rumors occasionally surface of some dark coven of witches, or a band of marauding sadists, who have perfected the art of creating these items, though no one is ever quite certain of the veracity of such boastful exaggerations.

A Bolt (or arrow) of Pain is a +2 damage projectile. The tip features serrated edges, ensuring removal of the bolt is as painful as possible (see Arrow Wounds – these items mandate substitution of a d6p for d4p for damage calculation using the removal procedure). In addition to the bonus damage, a Bolt of Pain is imbued with a cruel side effect. Anyone struck by it, provided its damage is not entirely negated by body armor, is immediately forced to make a Constitution Check, regardless of the damage sustained. See the clerical spell Inflict Pain for details.

A Bolt (or arrow) of Severe Pain is a +4 damage projectile. It too features a serrated edged tip, ensuring removal of the bolt is as painful as possible (see Arrow Wounds – these items mandate substitution of a d6p for d4p for damage calculation using the removal procedure plus each embedded arrow counts as 2 embedded arrows when determining movement impairment). In addition to the bonus damage and ancillary effects, anyone struck by it, provided its damage is not entirely negated by body armor, is immediately forced to make a Trauma Check, regardless of the damage sustained. See the clerical spell Inflict Severe Pain for details.

Bolts of Pain are typically found in groups of no more than four in number. Once shot (regardless of the success of the attack) the bolt loses it magical ability – which includes all of the additional damage and pain effect. Some religious orders may consider the use of this weapon to be an especially cruel act, thus priests may wish to consult their elders or religious manuals before employing it. (GMs may, at their discretion, wish to forbid clerics of The Church of Everlasting Hope, the House of Solace, the Church of Night's Beauty, and the House of Vice from using these missiles).

Pathfinder (bolts & arrows only)

Pathfinder Arrows glow with the light of a candle once they have struck their target. Foes attempting to escape into the darkness instead reveal their position with a Pathfinder Arrow sticking out of their leg. Of course, the enemy could take the time to remove the arrow, but he would incur extra damage for doing so and waste valuable time. (see Rules for Removing Arrows). A glowing arrow can be put to use for any number of applications like sending signals in the dark, marking a specific spot, or gauging the depth of a chasm (if you're willing to fire it down a hole, that is). A Pathfinder Arrow maintains its candlelight glow for 8 hours before its luminance dissipates and it becomes a mundane arrow. These arrows provide no damage bonus.

Pestilence

Many of these missiles are intricately decorated along the shaft with depictions of flying insects etched via pyrography or delicately painted. As *objet d'art* alone such pieces could conceivably command a respectable price from an interested party.

In practice, the effect of this missile is far less appealing. Upon impact, the heretofore artistically rendered insects will migrate from the shaft taking flight as angry hornets. The insects form a 5-foot diameter sphere centered on the point of impact.

If the projectile contacted a static object, the swarm will remain in place as a potential hazard but no more. However, if it hit a creature (including lodging in its shield), the consequences are likely to be of urgent concern. The hornets will viciously attack said creature inflicting d4p+1 damage per 10 seconds. This damage cannot be lessened by body armor (though natural DR does apply). Opting to actively swat away the bugs will reduce damage to 1 hp/10 seconds but precludes taking any other actions. Please reference the *Pestilent Swarm* spell (PHB p. 319) if additional details are required.

The hornets will maintain their attack until such time as the missile is withdrawn and the target subsequently flees the area or 5 minutes elapses. If the arrow is discarded, the swarm will maintain their position and not pursue the unfortunate victim.

Slaying

These exceedingly malevolent projectiles are always black in color with raven vanes. Fine script is often found inscribed into the shaft extolling pejorative hatred for, oddly enough, the race in whose language the vitriol is written. If the target race does not possess a written language, then there instead is a rune which identifies the target.

Each and every one of these missiles is precision crafted to the highest standards and provides a +5 bonus to Attack and Damage. This alone is worthy of recognition but pales in comparison to the missile's true power.

If this missile strikes a creature belonging to the race or species vilified on the projectile, it must attempt a Trauma check. Should it fail, it is slain immediately. No healing magic, even if immediately applied, can revive the individual. Creatures such as half-orcs, half-elves, or other "halves" can be affected by missiles of slaying that target either side of their parentage.

Should the targeted creature succeed at its Trauma check, it is nonetheless ToPed for 90+5d12p seconds.

If the arrow scores a critical hit, no trauma save is permitted and the individual struck is automatically slain.

Smoke

Upon impacting a solid object, this missile disgorges dense (though not asphyxiating) smoke filling a 10' radius from where it strikes in one second. The smoke persists for 5 minutes unless subject to wind. See the mage spell *Smoke Screen* (PHB p. 349) should additional details be required.

The missile confers no other advantages vis-à-vis Accuracy or Damage.

Sniper (bolts & arrows only)

Archers with sufficient time and patience to wait for the perfect opportunity to fire prize these missiles. For every additional second spent aiming over and above the prerequisite 4, a +1 Attack bonus is gained (up to a maximum of +8).

Spinneret (bolts & arrows only)

These missiles serve as handy utilities and not weapons per se. When shot, the missile trails out a line of spider silk rope as it flies towards its target. Upon impact, it embeds itself into the surface with sufficient tenacity to support up to a 500 pound load being placed upon the attached rope.

The intent of this item is to serve as a means of fixing an anchor point and trailing rope to facilitate access to an otherwise difficult to reach position. This necessitates a rigid, immobile substrate such as a stone wall or ceiling. If perversely employed as a weapon, the projectile will become 'deeply embedded' (q.v. Arrow Wounds) within the target regardless of the actual damage inflicted. However, forcible tugging on the attached rope will result in the missile being crudely yanked out (with attendant damage) and cannot be employed to involuntarily reel in the individual or support climbing.

The spider silk rope and anchor point are permanent fixtures once brought into existence. The rope is, of course, subject to cutting.

Stickiness

These projectiles feature a unique quality providing both combative and utility benefits for when impacting an object they disgorge a volume of adhesive sap.

Should such a missile strike an individual, the viscous glue creates a significant constraint to the normal motion of the limbs such that the target is saddled with a 2 point penalty to combat maneuvers (to wit, -2 Attack, Defense & Damage and +2 to Speed) and is rendered incapable of sprinting. Alternatively, the missile may be purposefully aimed at the target's feet (requiring a Called Shot and attendant -6 Attack penalty). If successful, the creature is stuck in place provided it is size M or smaller. Obviously movement is prohibited but melee capabilities also suffer by doubling the penalties mentioned above.

As for its utilitarian function, the missile may be fired at a door or window to secure the portal or it may simply be jammed down onto a surface to create a patch of glue. Objects placed on the glue bond instantly and will defy gravity provided their weight does not exceed 250 pounds.

The adhesive bond, whether constraining an individual or securing an object, may be broken with a successful Feat of Strength (vs. d20p+12).

Webbing

These missiles are sticky to the touch, possibly hinting at their capability.

Upon forceful impact, fine strands of silk discharge from the projectile. Three such streams are ejected – two perpendicular to the missile's trajectory and the last straight up. These strands extend no further than twenty feet. Should two of the strands contact a solid surface, additional strands rapidly spew forth filling a volume 40' wide, 10' deep and 20' high (subject to spatial constraints). The resultant matrix of webbing is in all respects identical to the mage spell *Viscous Webbing* (PHB pg. 362).

The missile confers no other advantages vis-à-vis Accuracy or Damage.

WEAPONS

Notes on magic weapons: True magic weapons (as opposed to their high quality analogues which mimic their capabilities of adding Attack and Damage bonuses) are timeless relics. They have been imbued with powerful magic so as to withstand the test of time. As such, they are unaffected by fumble results that would otherwise indicate damage to the weapon. These items may only be destroyed if subject to a very specific condition unique to each weapon. Specific details of each item's special vulnerability are left for the GM to develop.

Seriously, do you want to witness this at your table? "Dude, I just fumbled on this gnole…" "OK, looks like you just cracked Excalibur's blade. It does half damage from now on."

Note, that "true magic weapons" are considered to be comparable to silvered weapons for creatures vulnerable to said.

Adajora's Dagger of Agony

The Dagger of Agony first surfaced in the many legends surrounding Adajora, an infamous Dejy assassin. Adajora gained prominence when she successfully fulfilled what was rumored to be a contract from the King of Eldor himself. Stealing into the Lendelwood completely alone, she reportedly slew an Elven prince. Afterwards she managed to evade numerous patrols and escape over the rugged Elenon Mountains with little more than her dagger and the clothes on her back. It is unclear if Adajora is a fictitious construct, or the most gifted killer in the history of Tellene. She seems to have been behind every famous and noteworthy assassination of the last three hundred years. Whatever standing in reality she has, none can doubt that the Dagger of Agony is real, as it was held in the private collection of Nisip B'gelvik, a wealthy P'Baparan merchant for many years. It has since gone missing, and stories of Adajora's killings are once again on the rise.

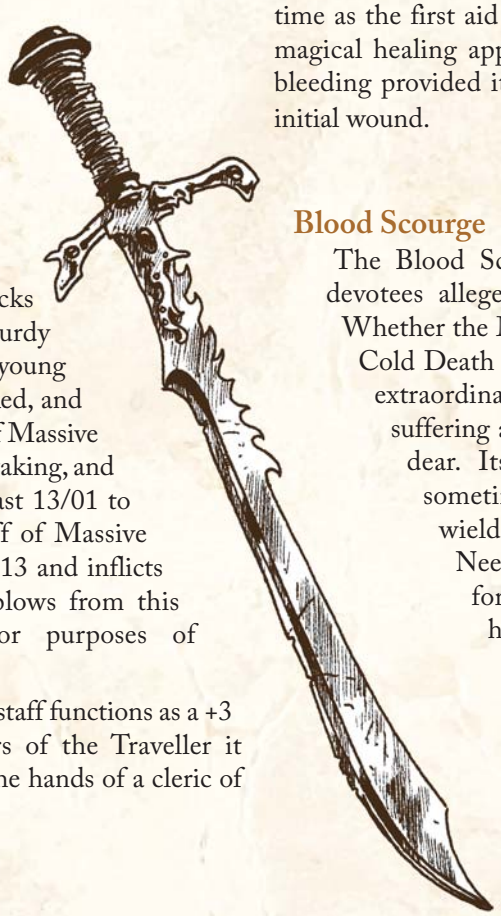
This dagger is a +6 weapon. Should it inflict a wound requiring a Trauma check, such attempts are subject to a -2 penalty.

The Argentine Mace

Undoubtedly this weapon was constructed to battle the undead. The combination of hard-hitting blunt force trauma and a silvered head make it an ideal weapon to employ against such foes. It seems clear from the reputation and religious texts of the Cathedral of Light that this weapon originated within that order. This cudgel is nicknamed the Argentine Mace on account of its silvered head. It functions as a silvered mace +6. It doesn't, however, follow the rules of traditional silvered weapons – the head is a magical amalgam of silver and adamantite and thus not subject to wear as a normal silvered item. Such metallurgic knowledge is likely a beneficence of the Shining One, and bestowed via meditation. It is improbable that these secrets can be replicated by any non-order weaponsmith.

B'gel's Staff of Massive Whacks

B'gel Patemel was a mountain of a man. Affectionately known as "Big," his arms were said to be equal in strength to a sturdy mare's legs. B'Gel was not particularly bright, but the size of his heart rivaled the massive girth of his arms. B'Gel always stood up for those who were smaller than him, taking particular pleasure in knocking bullies down to size. He took to patrolling the roads between Rosaleta and Bet Kalamar helping travelers where he could and defeating whole bands of bandits with his bare hands and the giant walking stick he never left home without. It is said that the Nimble Navigator grew so fond of B'Gel and the help he gave to travelers that he blessed his staff with great power. Those who saw B'Gel fight might certainly have believed it, as his enemies would often be tossed high above the tree tops with a single whack from his great, oaken staff.



The Staff of Massive Whacks does not resemble a typical sturdy staff so much as the trunk of a young oak tree. It is cragged and crooked, and quite large. Wielding the Staff of Massive Whacks is truly a massive undertaking, and one must have strength of at least 13/01 to do so. Given its mass, the Staff of Massive Whacks has a weapon speed of 13 and inflicts 2d6p+3 damage. In addition, blows from this weapon count as double for purposes of knockbacks.

In most people's hands, B'gel's staff functions as a +3 weapon. For anointed followers of the Traveller it functions as a +4 staff while in the hands of a cleric of the Temple of the Stars it is +6.

Bleeder

This wicked broadsword first surfaced wielded by an insane dervish in the village of Apmish in Ahznomahn. Most think the weapon an accursed relic dedicated to one of the darker gods – and that's not far from the truth. Worshippers dedicated to the Seller of Souls crafted this insidious sword. It is believed to be one of several items fabricated by the temple elders and subsequently lost though no documentation exists tying Bleeder to the House of Knives. Even so, the weapon has a sordid history, turning up in tales of murder and revenge far too often across northern Svimhozia, southern Brandobia and the Delnondrian Islands. Bleeder has no other aliases.

Bleeder is a broadsword +6. Close inspection of the blade reveals it is honed to an impossibly sharp edge and features tiny serrations along the blade – almost so small as to be imperceptible. Wounds inflicted with this weapon are particularity grevious, inducing severe bleeding similar to the critical hit effect of the same name. Each wound inflicted by Bleeder continues to bleed causing d6-2 points of damage every minute until healed (zero bleeding damage being possible). However, a damage roll of a natural "1" indicates the wound has clotted of its own accord and ceases to drain hit points. A character with first aid may staunch the wound with a bandage and an Average First Aid skill check though bleeding damage will accrue until such time as the first aid provider completes his task. Any magical healing applied to the wound will stop the bleeding provided it is sufficient to fully remedy the initial wound.

Blood Scourge

The Blood Scourge is a fell weapon crafted, devotees allege, by the Cruel Master himself. Whether the Ministry of Misery crafted it, or if Cold Death twisted it into being himself, it is extraordinarily capable of inflicting the suffering and pain the Giver of Grief holds dear. Its existence was initially noted sometime in the late 200s IR being wielded in combat by the cleric Taalri Neehuutau during the Time of Misfortune in 231 IR. It has changed hands many times since then, and always in the same manner. The cleric who wields it, blood in his eyes and a sadistic grin stretching from cheek to cheek raises the scourge high. His very life force seems to enter the foul whip as it strikes a ferocious blow against his foe. Both cry out in absolute agony as they are tattered and torn, and lie dead and bleeding on the ground. It was last seen in the possession of the Reanaarian Minister of Misery Naaxea Taubi as he prepared to journey east into the Khydoban Desert.

The Blood Scourge is a +6 weapon. Anointed followers of the Order of Agony (laity as well as clergy) may draw from their own life force in order to potentially inflict more damage on their adversary. When attempting to strike an opponent in combat, the wielder may issue a quick prayer to the Flaymaster pledging to suffer for His blessing. Up to six points of additional damage may be added to the strike, at the cost of a parallel stigmatic wound to the wielder. Thus

if the attacker pledges three points of damage to his attack, he suffers a three point wound (damage from a stigmatic wound ignores DR). Note that for the stigmatic wound to take effect, the attacker must actually succeed at dealing at least a one point wound to his foe. So, in the event that the damage dealt by the attacker is too low to exceed his opponent's DR or if the attack misses altogether, then no stigmatic wound is suffered. However, should the attacker roll a critical hit, the damage he declared is automatically tripled (for both parties). In this way, it is possible for the whip to turn on its master, to the great pleasure of the Giver of Grief.

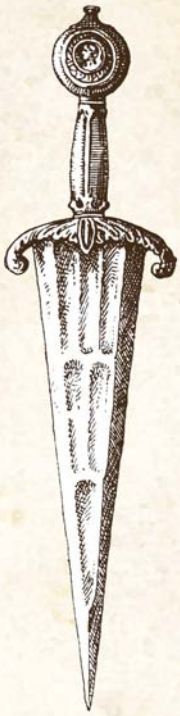
Bogbek's Staff of Battle Dancing

Taniro Bogbek was much famed in Oloseta around 300 years ago as an instructor in the arts of war. His students simply couldn't be beat in one to one combat, due to their preternatural quickness. The motto above the door to his modest training house read, "Be quick in body – and quicker in mind." Only a select few, however, ever entered through the door at all. Bogbeck demanded exorbitant sums of money from his students, and swore them to elaborate oaths of secrecy. Bogbeck would only take a few pupils a year, but even this was enough to allow him a comfortable life.

Eventually, his lord grew impatient with Bogbeck, feeling that he was owed far more taxes given the income his school generated. In the company of his bodyguards, he barged into Bobeck's classroom and witnessed a most peculiar sight. He was accustomed to the drill hall so viewing what could only be described as ballet dancing took him off guard. He never received an explanation, as Bogbek, quick as a flash, gently rapped him on the head with his staff. His guards tried to grab him, but he proved extraordinarily elusive. They took chase, but Bogbek was long gone, never to be seen again in Oloseta.

Bogbek's Staff of Battle Dancing is nominally a +6 staff. Its special power permits the wielder to fluidly sweep through battle as if he were performing choreographed moves. Expressed in game mechanics, he may make tactical moves or give ground without penalty and suffers only half penalties when either scampering back or conducting a fighting withdrawal. His movement is also hastened (i.e. a size M character possessing this staff can jog at 15'/s – see 'Quick' movement type on p. 13 of the Hacklopedia for specifics).

Duelist's Defender



Lewao Nae was a Reanaarian pirate noted for both his wicked sense of humor and his sword arm. He fought dozens of duels and won every one, always fighting with two blades. While the cutlass in his right hand was deadly, the dagger he bore in his left is what became a legend. With alarming quickness, Lewao used it to deflect strike after strike until his foe opened up for a deadly riposte.

This wide-bladed dagger is primarily designed as an off-handed weapon to be used in a two-weapon fighting style. The handle is topped with an ornate pommel decorated with a dim green stone. The Duelist's Defender is a formidable piece of steel in its own right (+6) but its true utility is apparent when used as a secondary defensive weapon when fightingwith two weapons. In this instance, it provides a +3 bonus to Defense cumulative with specialization and talents.

Forma's Staff of Rapid Blows

Forma O'Pamm was an overly large and stubborn child. During his misspent youth he focused a disproportionately large amount of his energies on mastering the staff – much to the amusement of his peers. By the time he reached adulthood Forma, aided by his immense size and strength, was more effective with a heavy oaken limb than most of the men in his village were with swords.

Forma eventually left home and traveled far and wide, assisting the poor and downtrodden. Authorities labeled him a brigand, thief, and criminal, but he always felt he was in the right in his course of actions. Eventually he and his merry band of hooligans were captured and hanged. What became of Forma's staff, no one can say.

The Staff of Rapid Blows is a +6 weapon enchanted such that it can be wielded with unfathomable rapidity. The staff's base speed is thus 9 instead of the customary 13. Specialization, talents, and other miscellaneous modifiers may increase this further, subject to a two handed weapon's minimum speed. The staff bears a curse that may have contributed to Forma's lawless reputation and eventual death. Any possessor of the Staff of Rapid Blows gains the Doppelganger flaw. How this plays out is left for the GM to develop.

Frost Reaver

Fhokki skalds tell of the saga of Hilgarath. A great warrior, Hilgarath ventured into the northern wastes and high mountain ranges in search of the great hoar frost giants in order to avenge the death of his father. Few held out any hope that Hilgarath would return. Three years to the day Hilgarath returned to his Fhokki clan with the skull of Jhek the Younger, a massive Hoar Frost Giant, and a battleaxe he called Frost Reaver. Eventually Hilgarath grew bored and ventured out into the world in search of new challenges. What happened to him and his axe remains a mystery.

This battle-axe shimmers with a bluish-white glow. Frost forms along the edge and wisps of ice-cold air waft from the weapon. When used in battle this is a formidable weapon. Frost Reaver functions as a battle-axe +6. This enchanted axe is especially dangerous when used against creatures susceptible to cold damage. In such instances the axe's damage dice penetrate on 2 and 3.

Damage from Frost Reaver can never cause sustained bleeding since the weapon freezes the wound almost immediately upon contact. In game terms, anyone stuck by this axe will never bleed profusely from these wounds thus any bleeding effects on the critical hit table are ignored.

Wielders of Frost Reaver are markedly susceptible to injury via fire and receive a -4 saving throw versus magic of this type.

Furum's Leprechaun Blade

Furum Kapran, a halfling lay-about known to his friends in Shyta-na-Dobyo as Furum the Feisty, had always been known as a liar and braggart. His stories of his exaggerated combat prowess and unreasonable acts of heroism were taken to be nothing more than tavern tales used to garner drinks and attention. Once when Furum boasted about besting a leprechaun in a battle of wits, several dubious bar patrons challenged his claim. In order to defend his honor, Furum produced an intricate knife he claimed to have taken from his adversary. No one was sure if it was really swindled from a leprechaun, but it was sufficiently unusual to give him the benefit of the doubt.

Over the next several months, people began to notice Furum's uncanny run of luck. He won every game of cards, found a stray coin purse, inadvertently stopped a robbery, and became something of a minor celebrity. Unfortunately, as is the way of men, there were detractors who claimed the halfling was nothing but a thief, swindler, and liar. Eventually his run of exceptional luck wore thin on the locals, and he was run out of town, never to be seen again.

The Leprechaun's Blade is an intricately inscribed knife with a slight reddish tint to the blade that appears to be inherent to the metal. The blade is curved and sharpened on only one edge. Into its bone handle is etched a four leaf clover. In combat the Leprechaun's Blade is a +6 weapon. The blade also grants an unusual

amount of luck to its wielder, functionally expressed as 4 extra Luck Points available in any given day. These Luck Points are cumulative with those afforded by a character's class. Unfortunately, the possessor of this knife develops the Braggart flaw for as long as he owns this item.

Gakar's Beak

Gakar was a renowned hunter who patrolled the northern Legasa peaks and southern Krond Heights for big game trophies. Gakar prided himself on his ability to track and hunt any monster or animal. He felled trolls and giants, and managed to escape with nary a scratch. However, even Gakar was barely a match for an encounter with a fell owlbeast. His encounter with the monster left an indelible impression on him and forever cost him the use of his left arm. He eventually triumphed, returning to town with the head of the beast.

Gakar's Beak is a morning star whose warhead is fashioned to resemble that of an owlbeast. Constructed of iron, the head of this weapon is heavy; the beak, ears, and feathers creating formidable barbs with which to inflict massive wounds.

Gakar's Beak is a morning star +6. However, it is excessively weighty thus having a weapon speed of 11 and requiring a minimum strength of 12/01 to wield it. This is offset by the fact that it inflicts a base 2d10p damage.

The weapon bears a curse: bears and owlbeasts preferentially target anyone using Gakar's Beak. These creatures will ignore all others as they are driven mad by the weapon, focusing all their attacks on its user until he is killed.

The Grey Gladius

Peasor Lorot's famed sword, this weapon is presumed to lie with Peasor's corpse – wherever it may be. Despite coming to fame as his weapon of choice, the Gray Gladius has a long history as a notable weapon in Kalamaran history. The sword first came to prominence as a gladiatorial weapon wielded by Rinamar Remel. When he finally won his freedom in the gladiatorial pits of Bet-Kalamar, manumission was denied to him unless he relinquished his famed weapon – which he did. After that the sword passed from lord to lord before falling into the hands of Peasor Lorot, who made the weapon even more famous with his exploits in Kalamar and Reanaaria.

The Grey Gladius is a short sword crafted in the style of a gladius. The grip is clad in wood and trimmed in silver. A silver pommel and guard, decorated with filigree, complete the weapon. Aside from the etching, the weapon appears to be a well-crafted, but rather utilitarian, weapon. However, the Grey Gladius is an enchanted +6 short sword.

Kargi Mourn

Kargi Mourn originated in Svimohzia, but how it came to be lost in the Wild Lands remains a bit of a mystery. It's known the weapon was in the possession of priests of the True, but no one can say with any certainty what their purpose in the region was. The Truthseekers have been searching for this weapon since its disappearance, even going so far as to undertake Quests for its return.

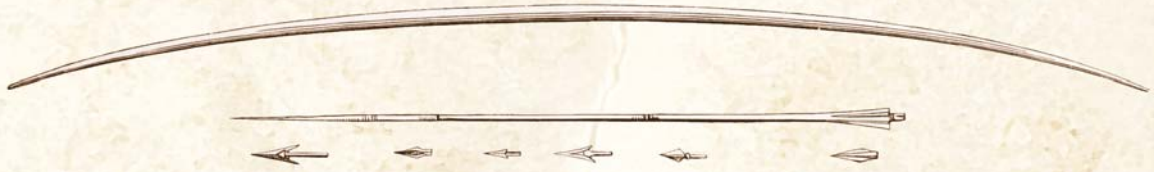
Kargi Mourn is a fine blade that exhibits the qualities of a +3 longsword. In the hands of the faithful though, it reveals its raison d'être.

If wielded by an anointed follower of The True, it functions as a +4 weapon. Should a Truthseeker (or a Paladin serving this order) grasp the blade and if he be in legendary honor, the sword performs as a +6 weapon. To these rarified individuals it empathically reveals its purpose – the death of all hobgoblins. Any wound they inflict upon a hobgoblin or sil-karg will be a critical on a natural 19 or 20.

Malden's Bow

Malden Shantren was one of the greatest hunters in Cosdol. Some say that he could hit a stag hidden in brush a furlong distant. Despite his skill at archery, he often had great difficulty recognizing ordinary people and objects at a distance – often comically so. He admitted to poor eyesight but as a devotee of the Great Huntress, he would shrug it off and explain that spontaneity wasn't his strong suit. Patience was a virtue to be applied throughout life – a virtue he learned when mastering archery under the tutelage of the Golden Arrows. His bow became a symbol of the fact that with perseverance one could overcome even seemingly insurmountable obstacles.

This longbow possesses a miraculous quality. When taking aim, during the four seconds performing this



task the shooter's perception is enhanced such that he can piece together a full silhouette of the target. This renders all defense bonuses gained from concealment moot save total (100%) concealment or absolute darkness. In addition, all negative penalties resulting from myopia do not apply when employing this bow.

The bow provides no other bonus to accuracy and is ineffective if the shooter elects to take an unaimed snap shot. This weapon does not diminish the benefits of cover.

Morning Star of Castigation

This weapon gained a measure of fame in southern Brandobia where it's said to have been wielded by a mercenary warlord named Vrildar Cassimog with great success in countless battles. Vrildar was renowned for his despotic leadership and unusual cruelty, especially in regards to the treatment of his own men (to say nothing of those he captured in battle). Any man caught breaking camp rules was subject to both verbal and physical castigation by Vrildar. Those guilty of theft had their hand held by strap against a chopping block and smashed, mercenaries fleeing battle had their feet crushed (assuming they survived) and so forth. Men caught bedding camp followers (i.e. whores) suffered a similar, and far more painful, fate.

Eventually Vrildar's unpleasant and oppressive punishments took their toll and his men revolted. They captured their leader and tied him naked to a large table and took turns wreaking havoc on his various appendages ensuring a very painful death. His mangled body was tossed in the river and his weapon of choice, the very morning star with which he inflicted so much pain, lost. Witnesses claim Vrildar's spiteful spirit remains in the area, tormenting any living souls he encounters in search of vengeance.

The Morning Star of Castigation is a +6 weapon constructed of a solid ball of spiked iron sitting on the end of a maple haft. A saying is etched into the shaft, written in ancient Brandobian. It reads, "And to those who oppose me, I bring you pain." Anyone possessing this item gains the Cruel quirk lasting as long as they claim ownership of the morning star (good aligned characters must rid themselves of it or lose 1 Honor per day).

Orc Masher

The gnome titan clans of the Legasa Peaks tell many tales of their heroes and the legendary weapons crafted to thwart their favored enemies. One of the more popular series of stories features Blimm Zarayt and his warhammer, Orc Masher. Reports vary on whether Blimm was a real gnome titan, or just a comical folk hero conjured up for the entertainment of gnomish children. In these popular stories, Blimm bumbles his way through life as an accident prone, undersized, and generally comic character who always manages to find himself in the worst situation imaginable. Blimm often becomes stranded alone against an insurmountable number of orcs (his most common foe), goblins, or trolls, yet somehow he manages to come out alive, often through sheer luck or buffoonery. Despite Blimm's underwhelming combat prowess, he's still a gnome titan, and thus a match for any humanoid he encounters.

Orc Masher is an exceptionally crafted +6 warhammer whose iron head is engraved with a litany of typical slurs that gnome-titans spew at orcs during combat – all of which are too crude to be repeated. Predictably, the hammer has been enchanted for increased potency against orcs and black orcs. Against these foes Orc Masher scores a critical hit on a natural 19 or 20. Additionally, Orc Masher's warhead emits a faint green light whenever these creatures are present within 60 feet (shedding illumination equivalent to candlelight).

While Orc Masher is a formidable weapon, it carries a curse. Anyone claiming it as his own gains the Blunderer flaw much like the legendary Blimm Zarayt.

Pray and Spray Crossbow

Pitar could barely see anything in the underbrush. What had seemed like a workable plan to escape the enemy cavalry, now appeared to be complete folly. They had become hopelessly lost in the heavy fog, and the orcs sent after them had been picking off the soldiers slowly but steadily. Pitar was now the only crossbowman left.

He heard strange guttural yells and immediately to his left one of his allies cried out in pain and slumped to the ground, a cruel arrow protruding from his chest.

"Orcs!" his commander yelled, "Stand and fight men!" Pitar felt his insides clench. In front of him his battle buddy was struck by another arrow, as the horrible orkin yells grew closer. Pitar caught a glimpse of a wall of Orcs advancing towards him, their horrid faces clear for one second – and then total darkness as they fell upon the ranks of his platoon.

Pitar dropped to his knees, closed his eyes, and began to pray. He raised his crossbow, and fired. There were terrible cries of pain, and Pitar cowered on the ground, sure an orc blade would find his neck. He was roughly hauled to his feet a few seconds later. In front of Pitar lay six Orcs with crossbow bolts buried deep in them. The rest had fled.

Pray and Spray is a light crossbow whose lone quarrel can be transformed into a fusilade. If the shooter is an anointed follower of a deity, is in mortal danger* and recites a 3 second prayer (have the PC roleplay it) whilst aiming (or prior to a snapshot), his quarrel is divinely transmuted into a spread of 5 individual

missiles (the extra four are transferred from his own bolt case – if he does not have sufficient ammunition, the effect may be limited).

** A handy reference is that if a battle is ongoing and attackers can reach the shooter within 10 seconds or so. Thus it cannot aid in a bushwacking where the shooter initiates hostilities or assist a shooter ensconced in a secure firing position.*

The crossbow provides no Attack bonus and a single Attack roll is made. The primary bolt may strike the target aimed at while the others veer left and right – two to each side. These supplemental bolts are treated as missiles fired into melee that missed their target.

Roll a d12p for each supplemental quarrel, the result indicating the number of feet off. Starting with the nearest target within 5 feet of either side of the straight line of the shooter and resultant point determined by the d12p check, roll a d20p defense roll versus the original attack (regardless of whether the victim was stationary or not as he was not the original intended target anyway). This process continues until either all potential targets within 5 feet of the trajectory succeed at d20p defense rolls (meaning the projectile completely missed everyone) or someone fails their defense and is struck by the missile.

Rathlemore

It's widely accepted that this weapon was passed onto mankind directly from the hand of the Magnificent Magistrate and the Truthseekers consider this sword a notable relic of their religious order. Though possessed of variant monikers, its true name is Rathlemore. This sword had been passed from High Seer to High Seer for over 300 years before being lost in the chaos of the prolonged Zazahni civil war.

Rathlemore is a longsword crafted from what appears to be dwarven forged steel, though its construction techniques are unlike any other weapons of its era – lending credibility to the divine origins of this sword. The golden hued blade ripples in the light, suggesting the steel has been repeatedly folded upon itself. The coloring of the metal is highly unusual, suggesting perhaps some gold or copper has been somehow worked into the steel – a delicate procedure considering the danger of the noble metal compromising the integrity of a steel blade. A set of golden scales form the cross-guard, and a golden orb, inscribed to represent an all-seeing eye, forms the pommel.

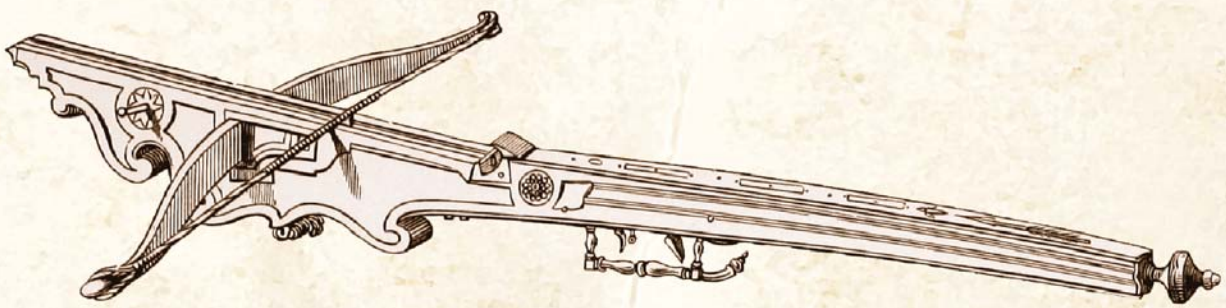
Unquestionably a fine blade, it performs as a +3 weapon in the hands of a common swordsman. If wielded by an anointed follower of the Courts of Justice, this is boosted to +5.

Rathlemore's intended brandisher is a Truthseeker of great honor. In their hands, the sword gives off a slight golden glow the brightness of candlelight. Not only can they access the weapon's full potential (+6) but the truth is difficult to shield from them (the equivalence of the Illusion Resistant talent is conferred). A Truthseeker paladin recieves similar benefits but wields the weapon at +7.

Anyone in possession of Rathlemore (whether a truthseeker or villain) is bound by truth, unable to vocalize even the tiniest of white lies or purposeful evasions. Placing the blade against the throat of another invokes a secondary power, preventing that person from telling falsehoods as long as the blade remains in contact with their naked flesh.

Sabeleen's Short Sword of Quickness

Sabeleen Colmen, also known as Sister Sabeleen and Sabeleen the Snake, was a famous mercenary who defied womanly conventions, taking up arms and living as a hired sword. She spent the early portions of her life patrolling the Coniper Gap while serving with the mercenary band Khordi's Irregulars. Her life was marked by heroic achievements, but she was best known as a fearsome duelist. Few men could withstand the constant barrage of quick and deadly strikes she could deliver with her sword. Eventually, Sabeleen met her end at the hands of trolls somewhere in the wilds of the Legasa Peaks. Her former companions entombed her body in an unmarked cairn. No one can say with any certainty what became of her famous weapon. Some say her sword was buried with her as is Baparan custom. Others claim those who buried her took the weapon.



Sabeleen's Short Sword of Quickness is a two-foot long bronzed blade with a half-moon guard. It is more typical of a weapon found in an ancient Kalamaran gladiator pit than P'Bapar, leaving one to wonder how Sabeleen came into possession of it in the first place. The pommel of the sword is forged into the head of a snake with two small emeralds set into the snake's eye sockets.

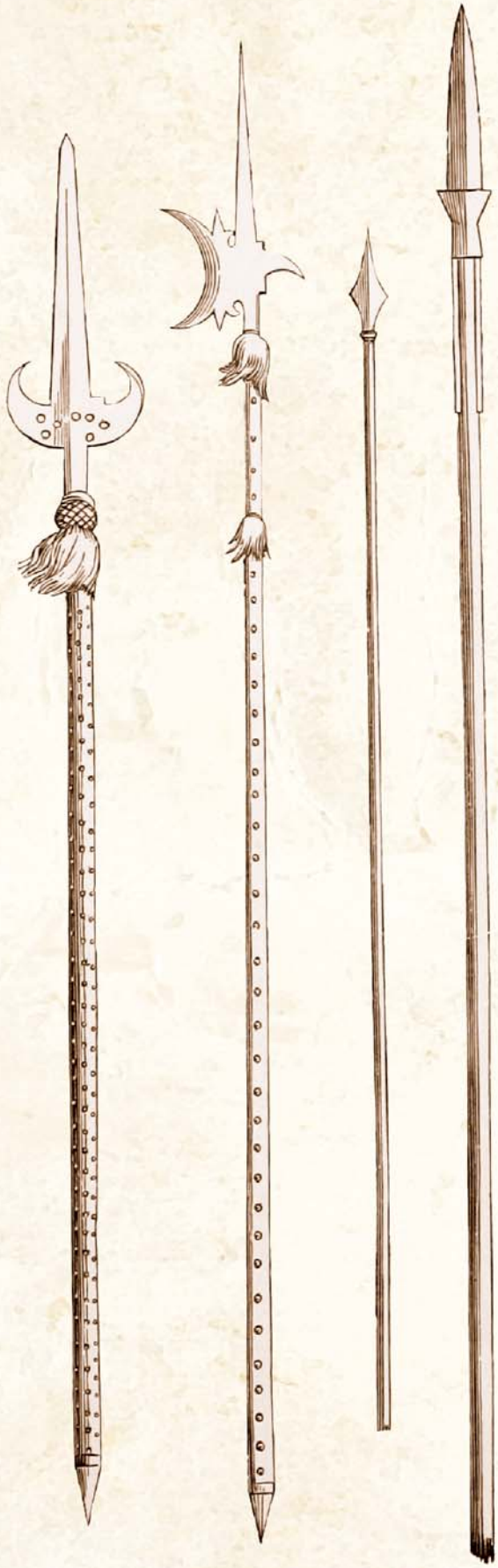
In combat, Sabeleen's Short Sword of Quickness acts as a +5 weapon and allows the bearer to strike first in combat unless an opponent's reach is 5 feet or more or the wielder is surprised. In addition, the base Speed of the weapon is reduced to 7(6). Specialization, talents, and other miscellaneous modifiers may increase this further, subject to a one-handed weapon's minimum speed of 2.

Shyllas's Staff of Stunning

Shyllas, a Merciful Fate, made this item famous over three hundred years ago. A devout pacifist, Shyllas refused to kill (or even wound) another living being. It's said Shyllas developed a fighting style with her staff that would allow her to strike and stun opponents instead of wounding them. This allowed Shyllas the ability to repel attackers without causing physical harm. As years passed, Shyllas' legacy was questioned. Many disputed her alleged fighting style, claiming instead her powers were derived from a magical staff blessed by the Lord of Silver Linings. The truth, as always, lies somewhere in between.

This weapon is highly acclaimed by clergy of the Church of Everlasting Hope for its powers as an effective non-lethal weapon. The Staff of Stunning was last seen two score years past in the possession of a peaceful wanderer known as Gannal "the Gentle" Marratyr in Thybaj where he was tending to the ailments of local villagers prior to a horrific and widespread goblinoid massacre.

Due to Shyllas' pacifism, this magical staff has properties unlike other enchanted weapons. It provides no Attack or Damage bonus. However, it affords a +6 Defense bonus. If employed offensively, a successful attack stuns the victim for 2d8p seconds instead of rendering physical damage. Stunned opponents can take no actions other than defending themselves, and even then can only do so with a d8p defense die, though they may apply any defensive bonuses, including those gained from using a shield (+2, +4, or +6 respectively). A critical hit automatically ToPs the individual struck for 2d8p times five seconds but inflicts no other harm. Against creatures immune to stunning, the staff has no effect.



Spear of the Ages

This bronze spear has been wielded in hundreds of battles over the years. Passed down from legionnaire to legionnaire, the Spear of the Ages is distinctive and immediately recognizable. A sharpened bronze head is situated at the end of an ash staff. Blackened from years of use, battles and exposure, the shaft is hard yet flexible. When this item was created is something of a mystery, but its design and construction indicates the spear is at least 500 years old.

Despite its worn appearance, the Spear of Ages is a superior weapon (+5 to hit and damage). So ubiquitous is it into the history of Tellene that anyone possessing it is awarded 12 points of Fame. Even if it is subsequently lost, merely having owned the Spear of the Ages for at least a year ensures one a place in history (and 4 permanent Fame points).

Staff of Striking

This magical item appears similar in form to an ordinary staff, albeit constructed from mahogany, fire hardened and lacquered giving it a rich and luxurious appearance. In some instances command words may be engraved onto its surface though this is not a given.

When employed sans charges, this staff functions as a +2 weapon affording the wielder a +2 attack bonus and inflicting 2d4p+3+2 damage when landing a blow. Activating its enchantment, however, provides a formidable increase in the weapon's effectiveness. When charges are expended, the staff gains a +6 Attack bonus and causes increasingly severe wounds commensurate with the number of charges depleted. The staff has a maximum of 25 charges.

In its energized state, a Staff of Striking may also injure creatures only wounded by silvered weapons. No more than 3 charges may be utilized in any attack. Once all charges have been consumed, the staff may continue to be used as a +2 weapon.

Charges Employed	Damage
1	2d4p+7
2	2d4p+14
3	2d4p+21

Staff of the Terrifying Mage

The Terrifying Mage is a common character in old-wives tales and bedtime stories meant to frighten children. He is an amalgamation of various evil clerics, dastardly mages and black-hearted necromancers that may or may not have existed. One might be forgiven, therefore, for thinking that the "Staff of the Terrifying Mage" is nothing but an old wives' tale itself. It is all too real. No one knows who first possessed it, but through the ages it has had a series of nefarious owners, each one allegedly more evil than the last. It has been seen in the clutches of such varied wizards as Shazawish of Svowmahni and Luthalon of Doulathanorian. It was, in fact, last heard of somewhere around the City of Peril. Whoever wielded it, the stories of its effects have been the same. Those who would do battle with the one who holds it instead flee in woe and terror, some of them breaking with their sanity altogether.

The Staff of the Terrifying Mage is a thin, crooked elm staff that has been charred black and topped with a glass ball set atop a human skull. The bottom of the staff, when seen out of the corner of an eye, seems to forever be dripping with blood, although it is dry to the touch and closer examination reveals it to simply be the pattern of the wood grain. Only those with access to arcane powers (i.e. Mages or those with Supernatural Affinity, etc.) who are not of good alignment can fully access the staff's power. If employed by someone without such potential and morals, it functions as staff +2. Should Sense Presence of Evil be cast upon the staff, it will glow a menacing crimson.

In the hands of a qualified individual, the weapon may be employed to its full potential. It is a +4 staff with the capability to terrorize the mage's opponents. Any time it delivers a wound, the injured opponent must attempt a Mental save (vs. d20p + X) or react as if they had failed a morale/tenacity check (q.v. Hacklopedia of Beasts).

X = mage's highest spell level attainment. In the case of a pure mage, this corresponds to the character's level. For multi-classed characters, refer to the class description. For non-spellcasters with Supernatural Affinity, it is 0.

The staff also allows for the potential use of each of the following spells once per day (for mages and mage hybrids): Frighten (2), Panic (5), Induce Nervousness (7), Induce Cowardice (11). Note that a user must have access to spells of the given effect's level in order to employ said (though he need not possess it in his

spellbook). Thus only an 11th level mage can employ the full repertoire. Each of these spells is cast at the baseline level listed in the PHB, but the owner may add additional spell points at their discretion.

Claiming ownership of the Staff of the Terrifying Mage has a psychological effect in that the possessor himself becomes skittish. For those unable to tap into the staff's powers, they gain the quirk Coward at the timid level. Those that can manifest the staff's full horror gain the Coward quirk at the Craven level. This malady disappears if the staff is disposed of or given away.

Troll Slapper

Gulli, a Fhokki swordswoman, made this weapon famous, carrying it into numerous battles before meeting her end in Ek'Kasel. Gulli fought along the borders of Norga-Krangrel, battling humanoids as a hired sword. One day her company became lost and trapped in a series of caves inhabited by a band of trolls. The group battled for days against the foul beasts. When it was all over Gulli was the lone survivor to stumble out, one arm broken, bloody and near complete exhaustion. Afterwards she became known as Gulli "Troll Slayer" and her longsword dubbed Troll Slapper.

Constructed of dwarven steel, the blade is inscribed with dwarven runes bearing the following passage, "Without the shedding of blood there is no submission". The pommel of the sword is shaped into a fearsome claw. Troll Slapper is an ensorcelled longsword +6. Injuries from this blade negate regeneration (q.v. trolls) though natural healing is unaffected. Additionally, any critical hit delivered will induce Severe Bleeding as an ancillary effect regardless of chart results.

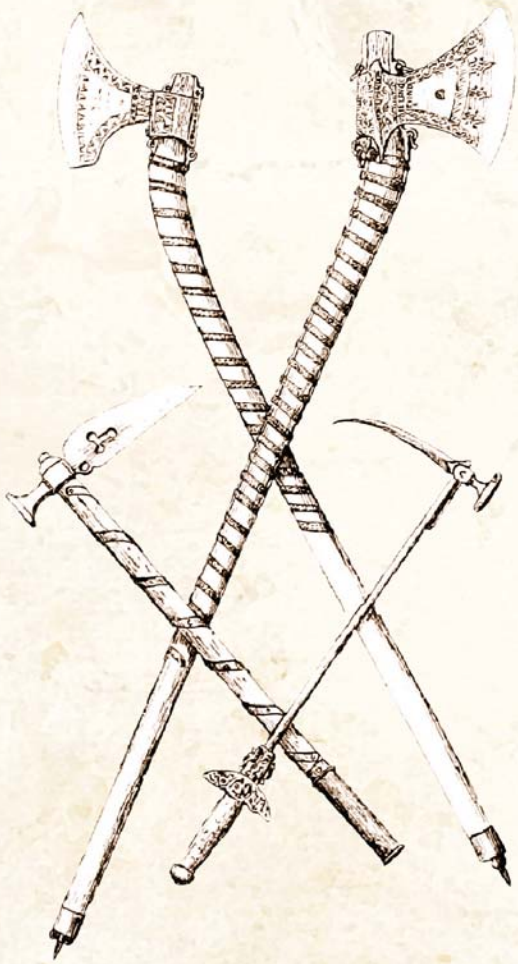
Viljar's Hammer

This hammer is known by several names, including: Shield Breaker, Viljar's Vengeance, and the Hammer of the Fhokki Kings. It's renowned in Fhokki tales as an ensorcelled item of impressive power. Said to have been crafted thousands of years ago, Viljar's Hammer was once a symbol of rule among the Fhokki people. Leaders of one particular Fhokki tribe, long since vanished, passed this hammer from chieftain to chieftain for generations until it landed in the hands of Viljar.

Many speculate that Viljar may have been more of a wild, rampaging berserker than a traditional Fhokki chieftain, but his influence was undeniable. He rallied together several Fhokki clans and warred against the encroaching Grevan menace. For nearly thirty years he battled against the constant pressure of Grevan migration, until Viljar's winter village was punitively razed. Viljar's corpse lay amongst a pile of Grevan warriors so deep he nearly went undiscovered. Acknowledging the barbarian leader's status as a worthy adversary, the Grevans permitted him to retain his massive two-handed hammer in death. Fhokki legends claim Viljar was buried with his hammer in the center of that nameless winter village, a simple rune-stone marking his gravesite. Leaderless, his Fhokki people were hunted into extinction by the Har'Korri.

Viljar's Hammer is a non-standard, two-handed great warhammer made of iron and wood. The head of the hammer is alleged to weigh as much as a goat, and the shaft blackened and oiled to the point of being petrified. The hammerhead is engraved with Fhokki runes depicting thunder.

The +6 great warhammer is unusually weighty (10 lb) altering its characteristics. It is a large weapon requiring a minimum 14/01 Strength to wield two-handed. However, the base damage is increased to d10p+d12p+3 (with an additional +6 damage due to the weapon's enchantment) and reach to 3½'. True to its moniker, the magical hammer is a marvelous implement for smashing shields and uses full damage dice on shield hits.



NPC Descriptions

The presumption is that PCs will generally engage NPCs as the provider of a service with payment rendered either in advance or upon completion. As a real-world analogy, if your car were broken you would take it into a repair shop. The mechanic's actual salary reported on his W-2 is really peripheral to the price you are quoted for the repair. After all, you are contracting for a service not explicitly hiring the mechanic. This is the mechanism you should employ when a price for goods or services appears in print.

Returning to the car repair example, you are not just buying the mechanic's time. You are also *renting his capital*. Were you to hire a mechanic, you would also have to provide him with the tools necessary to complete his work and a suitable place to perform the repairs. This would be a ridiculous waste of money. Armorers, weaponsmiths, shield fabricators and similarly skilled professional tradesmen have extensive capital requirements and usually a network of other specialists they depend upon for subcontracting work to produce their goods.

Taking a step back, this is a role-playing game about characters engaging in dangerous exploits in their quest to become heroes of great renown. It is not a 300 level economics textbook. PCs already have simple means of acquiring the tools of their trade (i.e. the cash economy). There is no need to create a parallel game with its focus on the minutia of finance, capital expenditure, market fluctuations, inventory control, labor management and the host of other concerns that we are seeking to escape from for a few hours by playing a fantasy game.

That tirade aside, there may be instances where employment costs matter. The beauty of pen and paper RPGs (compared to computerized games) is that there are no boundaries. Players can attempt anything they can imagine. As GM, you are expected to be more than a mere automaton that implements published rules. There will be gray areas or even wholly unexpected circumstances. No rulebook, even one thousands of pages long, could anticipate everything that might possibly happen at the table. Your players may seek out a good or service for which no established price exists. The onus is on you to determine a reasonable cost using the daily or monthly wages of NPCs as a guideline.

Able Seaman: An able seaman is a sailor qualified to work as a member of the crew on a blue water (i.e. ocean faring) vessel. The job requires a great deal of skill and competent merchant sailors are always in demand – so much so that they face the ever-constant threat of impressment in times of war. They possess the Able Seaman Skill Suite (see New Proficiencies, Talents and Skills Section)

Primary Skill: Boating, Rope Use

Actor: Actors have different social ranks dependent on the local culture. In some areas, they are considered little different than prostitutes, while in more artistically minded locales, they sometimes attain celebrity status and a great deal of social importance. Many actors, whether they worship the Raconteur or no, have ties to The Theater of the Arts and its adherents. Actors are part of a very small and tight-knit community, so they all tend to know one another within a particular town or city.

Primary Skill: Acting, Oration

Advocate: Also known as barristers or lawyers, these individuals can be found in large communities with well-established legal traditions. Advocates navigate the judicial bureaucracy on behalf of persons accused of a crime. Their effectiveness may be compromised in societies where noble privileges override common law.

Primary Skill: Law, Oration, Skilled Liar

Agent: These recruiters match job creators with suitable candidates. It is their business to know people's reputations to ensure that their clients are satisfied with the workers they introduce to them. Most are remarkably well informed as to local gossip and rumors. They usually have a number of socially prominent

contacts and may sell information on the down low.

Though they spend most of their days wandering about town reinforcing their wide social network, most will have a favorite tavern where they keep informal office hours. Those requiring their services know where to find them or can be quickly directed there.

While they certainly favor the seedy side, the service they supply is valued and only a large score will tempt them to risk their reputation by planting a mole into a wealthy home or providing a naïve young scullery maid to a disreputable or nefarious client. Most often they refer qualified domestic servants or porters to wealthy NPCs but PCs may be more interested in hiring torchbearers, sherpas, or mercenaries. Whatever the position, if a candidate exists in the community the headhunter can find and pair them with prospective employers, for a fee, of course.

It is entirely conceivable that an agent might be employed to recruit itinerant mercenaries (e.g. the PCs) for some special mission desired by a third party. The unnamed individual will use the agent to vet any candidates before to ensure they meet his requirements and accept the terms of employment before interviewing them personally.

Primary Skill: Current Affairs, Glean Information, Recruiting

Animal Driver: Animal drivers are hired to move large quantities of animals for great distances, be they mules, camels, sheep, goats, llamas, cows, or other domesticated animals. They excel at managing large groups of beasts, tending to their needs, and anticipating what type of losses to expect over a particular distance. This specialized group of tradesmen includes mule skinners, sheep and goat herders, llama handlers and camel drivers.

Primary Skill: Animal Herding (by type), Animal Empathy. Peripheral Skills: Animal Husbandry

Animal Handler: Animal handlers come in a variety of forms ranging from dog trainers to herders and everything in between. These men are adept at training, breeding, and using animals for a variety of purposes. A trained animal handler can manage several beasts at once, including providing care for them and knowing how far they can be pushed.

Primary Skill: Animal Training (by type), Animal Empathy. Peripheral Skills: Animal Husbandry

Apothecary: Apothecaries function like the medieval equivalents of pharmacists, using their impressive herb-lore (Expert in Botany) to prescribe cures for many different illnesses. They also have knowledge of basic First Aid, typically at an Average rating, but are primarily focused on the creation of tinctures, salves, and other medicines to heal the sick—for a fee. At the GM's discretion, particularly skilled apothecaries may sell poultices or curative tonics that can heal 1d3 hit points if applied directly to a wound or consumed. Unless used within two weeks of their creation, these medicinal items become inert and useless. Apothecaries have little respect for physicians, considering their methods to be little better than those of a butcher.

Primary Skill: Botany, First Aid

Apprentice: Apprentices are young people who have only just begun to study their chosen profession. An apprentice is always busy carrying out the orders of their master or mentor and rarely has any time to himself. Apprentices will most often be encountered in the middle of some errand or another when they're not studying their craft. Refer to Table A1.1 (p. 323) to determine which trade he's apprenticing in.

Primary Skill: Varies by Trade

Architect: Architects construct the most important structures in Tellene. Contracted out by the rich and powerful, architects may be famous for defensive fortifications, elegant manor houses, symbols of municipal authority, or infrastructural constructions such as aqueducts or sewer systems. Architects are able to design buildings and then direct their construction through hundreds of workers and craftsmen. Such intimate knowledge of these structures also means that architects know everything about the buildings they design, including the presence of secret exits, other entrances, or structural weaknesses — to name a few examples.

Primary Skill: Administration, Craft: Architecture, Mathematics

Armed Robber: Armed Robbers seem to spring up anywhere there is a disparity of wealth. Some are simply muggers holding up potential marks at knifepoint, while other robbers form elaborate conspiracies to pull off daring heists. Whatever the case, these criminals are willing to kill to get what they want. When not making their living, however, armed robbers are usually indistinguishable from any other civilian except that they never seem to have a job.

Primary Skill: Intimidation

Armorer: A hireling with this occupational skill can make major and minor repairs to battle-damaged armor, restoring lost armor points. He can also perform routine maintenance that extends the life of the armor.

Like weaponsmiths, armorers are one of the most sought-after NPCs by player characters. They provide an irreplaceable service by repairing and sizing armors – which is fortunate considering the amount of wanton destruction PCs inflict upon their armor, not to mention the bloody scraps they pull from the corpses of their foes.

Armorers are in high demand in Tellene. While not every country is at war, the constant threat of enemy nation states as well as monsters and humanoids in the hinterlands ensure they have a steady stream of clients. A skilled armorer will certainly be in the employ of lords and nobility, so it goes without saying that the most successful ones are often found in large urban centers – largely because there are customers who can afford their wares. In point of fact, the truly greatest armorers will surely be in the permanent service of the state (typically for the king himself). One sizeable commission could earn an armorer a full year's worth of wages

Some armorers have mastered using unusual materials, such as animal hides or shells to craft or supplement armor. This is a

highly specialized skill set and only the most learned masters would even attempt such a thing. Of course, in areas of Tellene where metalworking has not yet been mastered (or discovered), the reverse is true and such armorers utilize whatever materials are available.

Primary Skill: Craft (armorer); Arms and Armor Appraisal. Peripheral Skills: Leatherworking, Blacksmithing.

Artist: "Artist" describes a wide range of specialists such as painters or sculptors who may work in a variety of media. The one uniting feature of artists is that, lacking the equivalent of a modern day art market, they are all dependent on the support of rich patrons, whether they be nobles, clergy, merchants, or other similarly wealthy individuals or groups in order to support themselves while they create their art. Artists also work by commission and can be contracted out to create whatever it is they excel at making. Mages may find this particularly useful for the creation of certain spell catalysts, such as the small figurines required for Summon Warrior Avatar.

Primary Skill: Artistry

Astrologer: Astrologers all possess at least Advanced mastery in Astrology and are often employed by the court or the church to keep accurate calendars. Some are sought after by mariners if a dedicated navigator cannot be found in port.

Primary Skill: Astrology, Mathematics

Baker: Bakers are found in nearly every civilized settlement on Tellene. They encompass a wide variety of people who bake bread (both leavened and unleavened). Bakers are essential in agricultural communities, as bread is one of the most affordable foods. Some unscrupulous bakers have been known to cut their bread with a variety of discarded materials (such as sawdust) in order to further increase their profits.

Primary Skill: Cooking/Baking

Barbarian: Barbarians are generally nomadic peoples who have arrived in a settled community generally to trade goods or to simply explore "civilization." Barbarians often stick out like sore thumbs in a crowd of city dwellers, clad in skins or unusual textiles and may find the social mores of city folk to be ridiculous or even insulting. This can often result in misunderstandings or even physical altercations if things get out of hand. GMs who need stats for the barbarian should consult the Human: Beserker entry in The Hacklopedia of Beasts.

Primary Skill: Animal Training: Dogs, Hunting, Survival

Barber-Surgeon: Barber-Surgeons not only cut hair and trim beards, but also perform a variety of medical procedures, such as pulling teeth, bloodletting (with leeches or knives), and amputation. They generally possess an Average mastery of First Aid and tend to the wounds of soldiers and the lower classes, as the fees of Physicians and Apothecaries put these services out of the reach of many poor people.

Primary Skill: First Aid

Basket Maker: Basket makers are craftsmen who create baskets from wicker or other materials for day-to-day use.

Primary Skill: Craft: Baskets

Bath House Attendant: Due of the cost of constructing and maintaining them, bathhouses are generally only used by the wealthy except in societies that highly value baths. In the steam rooms, saunas, and warm pools, nobles, merchants, and other members of the social elite discuss affairs of state, business deals, high-class gossip, or other important topics. Bath House Attendants overhear all this and more as they pour hot water and bring fresh towels, allowing some to make a tidy profit on the side selling what they hear to information brokers or interested parties while others simply gossip about what they may have heard after their workday is done. Utilizing bathhouse attendants as conduits for Glean Information checks requires merely d4p silver pieces to achieve full effectiveness.

Primary Skill: Current Affairs, Diplomacy, Listening

Beggar: Professional beggars who are not members of the Beggars' Guild never last very long on the streets. The Beggars' Guild organizes the places where beggars are allowed to panhandle and also acts as a powerful information broker as beggars overhear and see all sorts of goings on and can generally move about unaccounted for. Glean Information checks made against members of the Beggars' Guild have a 15% bonus, but beggars will never offer a discount for their services, as their rates are set by their guild leaders.

Primary Skill: Current Affairs, Glean Information, Survival, Urban

Bellmaker: Bellmakers are craftsmen who create bells of all shapes and sizes from hand bells to gigantic church bells.

Primary Skill: Blacksmithing/Metalworking, Craft: Bell

Blacksmith: Blacksmiths are often confused with armorers or weaponsmiths. While they both work and shape metal, the skill level and specialization of the latter is vastly greater. NPC blacksmiths spend their days crafting metal tools and implements of iron. They work with a bellow, forge, hammer, and anvil. Blacksmiths cannot craft armor or weapons, but they are proficient in constructing metal parts such as horseshoes, nails, and general tools. They are critical to the functioning of any population center from the smallest thorp on to the greatest metropolis as well as to any castle or fort. Needless to say, smiths are in large demand and it is one of the most lucrative professions.

Primary Skill: Blacksmithing

Bleacher: Bleachers are laborers engaged in the process of bleaching any natural color out of textiles before they are sent to a dyer. The process is extremely hazardous to the health of the workers and bleachers tend to have shortened lifespans.

Proficiency: Laborer

Bookbinder: Bookbinders are craftsmen who assemble books. They are especially valuable to mages as a source of new spellbooks and grimoires.

Primary Skill: Craft: Book, Literacy

Bookseller: Booksellers deal in both common and rare books

and in the absence of modern day public libraries are usually people's only source of the written word other than religious texts. Mages especially value good booksellers as they are an excellent source for arcane writings and new spells from time to time. Many mages make a point to drop by bookshops often enough to get the first look at new stock.

Primary Skill: Literacy, Salesmanship

Bowyer: Bowyers are craftsmen involved of the creation of bows. Because bows are also used in domestic life as a hunting tool, bowyers tend to be more widespread than weapon and armorsmiths. Bows are typically constructed from springy, flexible woods like yew, although different bowyers across Tellene approach bowmaking according to locally available resources and weather conditions. A bow that could function perfectly well on the savannas of Svimozhia may very well snap in the cold, dry air of the Dhrokker Plains. Craftsmen engaged in the creation of crossbows are called atilliators and are wholly distinct from bowyers.

Primary Skill: Carpentry/Woodworking, Craft: Bow

Brewer: Brewing beer is an ancient tradition in most societies and every culture has their own variations on beer and how it should really be made. Brewers sometimes sell their ales directly out of their breweries, but oftentimes simply sell it to taverns, inns, and restaurants.

Primary Skill: Craft: Beer, Salesmanship

Bricklayer: Bricklayers are skilled laborers involved in the construction of all manner of buildings. They can usually be found under the supervision of a foreman or architect, directing their labor.

Proficiency: Bricklayer, Laborer

Buckle Maker: Buckle Makers are tradesmen who craft fasteners for clothing, backpacks, armor, or any other item.

Primary Skill: Craft: Buckles

Bum/Vagrant/Drunk: Bums and vagrants are distinct from beggars in that they are not usually members of The Beggars' Guild. Derelicts usually congregate in out of the way, hidden places

Primary Skill: Survival, Urban

Bureaucrat, City: City bureaucrats include officials such as ealdormen, judges, and overseers of various public spheres (such as officials charged with maintenance of cisterns, roads, fountains, gates, or whatever else may be necessary depending on the setting) who command respect from the populace at large for their high position in the ruling government.

Primary Skill: Administration, Current Affairs, Diplomacy, Fast Talking

Bureaucrat, Local Ward: Bureaucrats of Local Wards are officials with more specific jobs related to the immediate area such as tax collectors, city guard officials, and inspectors. These officials tend to be on more of a first name basis with the local population, rather than simply viewing them as anonymous subjects.

Primary Skill: Administration, Current Affairs, Diplomacy, Fast Talking

Butcher: A butcher knows the proper procedure to slaughter livestock or game animals, and how to cut up the carcass to provide the most meat. He knows how to trim away the fat, if desired, and get rid of everything that is inedible. A butcher needs a sharp knife (and the animal, of course) in order to use his proficiency. Large or greater animals also require a large hammer or similar tool.

Primary Skill: Butcher Proficiency

Carpenter: Carpenters are proficient in almost all jobs that involve woodworking, although they certainly might specialize in a specific branch of their trade. There is high demand for carpenters, but at a basic level, it is much simpler than metalwork, so apprentice level carpenters are easy to find. Carpenters can be hired out to construct chests, wooden limbs, frame a house, board up the entrance to a building, etc.

Primary Skill: Carpentry/Woodworking. Peripheral Skills: Laborer

Cartographer: Cartographers earn their living documenting the physical world in a compact abstract form. Both artistry and logic are important as the functional need the map provides to the user dictate what is represented on the map and, just as importantly, what is not. Though maps are generally thought of as navigation aids, they have many other uses. In fact, most mapmakers derive their income from the mundane task of preparing plats of survey to settle property claims and disputes.

Indeed, it is the rare individual that is of the exploring type, spending their lives out in the wilds in search of new places to discover and document or hired on with a ship to explore new lands.

Cartographers often have a store of maps depicting the local area as well as a smattering of charts depicting far off places. This, after all, is their passion. Given adequate compensation, they can replicate these maps for interested clients.

Cartographers are an excellent resource for travelers mounting an expedition into places they are unfamiliar with. Certain mapmakers may also pay for information on unexplored areas of Tellene.

Primary Skill: Cartography. Peripheral Skills: Artistry (drawing); Literacy

Cheese Maker: Few people can resist a good wheel of cheese and Tellene has the noble cheese makers to thank for the creation of these aromatic delicacies. Cheeses can be made from the milk of cows, goats, sheep, or even buffalo. Dairying culture is spread unevenly throughout Tellene. Southern and central Kalamar are known for mild and spreadable cheese, The Young Kingdoms produce a mixture of cow and goat cheese, and central Svimozhia is famous for their spicy cheeses infused with wickedly hot peppers. Eldor and Cosdol, however, are almost totally cheeseless. The true heart of Tellene's dairy country lies to the south of Lake Jorakk. The Fhokki tribes there make cheese in dozens of varieties and consistencies and cheese

Skilled Tradesman: Skill Mastery Level

Master Artisans employ a number of lesser skilled apprentices & journeymen to assist them in their work. While they are fully capable of performing these jobs on their own, farming out the labor-intensive (but less skillful) preparatory work to these assistants permits them to focus their attention on the most demanding aspects of the manufacturing process.

A master tradesman is capable of producing average quality goods.

Apprentice: Skill Mastery: 2d12p — NPC has working knowledge of the job or skill. Can perform basic or fundamental duties associated with the job but is not equipped to handle out of the ordinary situations.

If he talks shop with another tradesman it will become clear that he is not quite up to snuff.

Apprentices are not sufficiently skilled to produce finished goods. Should they attempt to do so, half will be of shoddy quality with the remainder being worthless.

Journeyman: Skill Mastery: 25+2d12p — NPC has detailed knowledge and experience in his field. Typically these individuals are troubled only by the most complex tasks involving a job – however, it is these details that make the difference between a shoddy item and an item that performs as intended. 50% of all NPCs in this category will possess papers from the appropriate guild that oversees their craft or profession.

Journeymen cannot reliably produce average quality goods. Should they attempt to produce goods without the oversight of a master, 20% will be poor, 60% shoddy and 20% of average quality.

Master: Skill Mastery: 50+2d12p — NPC is a competent professional with years of experience in his field. 75% of all NPCs in this category will possess papers from the appropriate guild that oversees their craft. They will also know, or will be able to recommend, up to 1d8p additional individuals of their skill category to their employer should a replacement or additional help on a project be needed.

Masters can reliably produce average quality goods though not unerringly. 1 in 10 items will be of shoddy quality (usually due to some flaw introduced by their apprentices or journeymen). Masters are not capable of producing professional quality items.

High Master: Skill Mastery: 75+d12p — High Master NPCs have decades of professional experience and the respect of fellow masters. Such a master tradesman is considered among the top in his occupation. He is well known and regarded among his peers. All such individuals will be members of a guild. Of those, 40% will hold a position of importance in their guild.

They will only accept a job if they feel it will somehow improve their level of mastery or if they have some personal stake in the project. For example, a master artist may agree to work on a new temple because he serves the god to which the temple is being dedicated. One drawback of high masters is that they take their jobs very seriously. If they find other tradesman of the same type are working under sub-par standards, they are 80% likely to attempt to organize all similar hirelings on the payroll and encourage them to join the guild and demand higher standards.

High Masters can unerringly produce average quality goods. They can also be commissioned to produce professional quality goods (and may have such in inventory if in a large city with several competitors they wish to distinguish themselves from).

Producing superior quality goods is not the norm because it involves costlier inputs and the substitution of higher skilled workmen throughout the process (journeymen handling tasks normally delegated to apprentices and the high master performing far more of the finishing work). Even then success is not guaranteed. Only 1 in 5 items given this special care and attention qualify as 'pro quality' with the remainder merely average quality.

Grand Master: Skill Mastery: 88+d10p — Like high masters, these individuals have decades of professional experience in their field. They differ in that they have inherently far greater aptitude at the skill that gradually accumulates over time such that they distinguish themselves from their peers.

Like High Masters, Grand Masters can unerringly produce average quality goods. However, they are unlikely to engage in "ordinary" craftsmanship. Given their mastery and reputation, they usually have an elite (i.e. rich) clientele for whom they work on special commissions exclusively. They are capable of producing superior quality goods.

Producing superior quality goods is not the norm because it involves costlier inputs and the substitution of higher skilled workmen throughout the process (masters handling tasks normally delegated to apprentices and high masters performing journeyman tasks). These lesser masters have chosen to forgo more profitable self-employment in hopes of learning from the Grand Master and bolstering their own capabilities (a modern analogue might be grad students and post docs).

Even then success is not guaranteed. Only 4 in 10 items given this special care and attention qualify as 'superior quality' while 5 in 10 are 'pro quality' with the remainder merely average quality.

Guru: Skill Mastery 101+ — A guru's skill mastery in his chosen profession/area of knowledge is near mythical.

Such individuals are very rare and can be employed only on a limited basis and for an express purpose. They are in the employ of nobility or merchant princes exclusively.

Only Gurus are capable of crafting superlative quality items. Again, this is not a solo endeavor. The guru needs a competent support staff consisting of Grand and High Masters to attempt such a feat of craftsmanship. Staffing costs alone are extraordinary.

Crafting +5 items: This is an undertaking comparable to the Manhattan project. The assembled *team of gurus* is literally seeking perfection. A Guru tradesman must painstakingly perform *every task*, no matter how mundane. Every step in every process must be flawless. Even then success is not assured. Needless to say, assembling a team of the foremost experts from around the world is on its own an incredibly formidable task – a lone guru is a rarity. As such, it is imponderable to think that such an item could be commissioned save for some truly epic purpose – much less be sitting on a store shelf somewhere with a price tag hanging from it.

Table A1.1: Occupations with Apprentices

01 - 02	Apothecary	51 - 52	Paper/Parchmentmaker
03 - 04	Architect	53 - 54	Pastry maker
05 - 06	Armorer	55 - 56	Perfumer
07 - 08	Bellmaker	57 - 58	Physician
09 - 10	Blacksmith	59 - 60	Plumber
11 - 12	Bookbinder	61 - 62	Roofer
13 - 14	Bowyer/fletcher	63 - 64	Rope Maker
15 - 16	Brewer	65 - 66	Saddler and Spurrier
17 - 18	Butcher	67 - 68	Satchel Maker
19 - 20	Carpenter	69 - 70	Shipwright
21 - 22	Cobbler	71 - 72	Silversmith
23 - 24	Cutler	73 - 74	Soapmaker
25 - 26	Dye Maker	75 - 76	Tailor
27 - 28	Engraver	77 - 78	Tanner
29 - 30	Farrier	79 - 80	Taxidermist
31 - 32	Furniture Maker	81 - 82	Tiler
33 - 34	Furrier	83 - 84	Toymaker
35 - 36	Haberdasher	85 - 86	Undertaker
37 - 38	Instrument Maker	87 - 88	Vestment Maker
39 - 40	Jeweler	89 - 90	Vintner
41 - 42	Leatherworker	91 - 92	Wainwright
43 - 44	Limner/illuminator	93 - 94	Weaponsmith
45 - 46	Lithic Weaponsmith	95 - 96	Weaver
47 - 48	Locksmith	97 - 98	Wheelwright
49 - 50	Mason	99 - 00	Wig Maker

consumption plays an important role in Fhokki diet.

Primary Skill: Cooking/Baking, Craft: Cheese

Cheese Monger: Cheese mongers sell cheeses at fragrant stands and shops.

Primary Skill: Salesmanship

City Guide: City guides can most often be found near the main entry gates of large cities across Tellene, willing to lead newcomers to different areas of interest (such as inns, taverns, restaurants, bordellos, or other destinations) claiming them to be "the best in town." Of course, the city guide receives a cut of whatever profits the business owner nets from the visitor's patronage for bringing them in. Disreputable city guides may lead visitors into back alleys where gangs of armed robbers wait to roll them.

Primary Skill: Current Events, Fast Talking, Salesmanship, Survival, Urban

Clergy: Clergy are priests, nuns, or other ordained representatives of a local religious order. It is up to the GM to determine the religion that the clergy member belongs to and his rank within the organization.

Primary Skill: Divine Lore, Religion

Clothier: Clothiers (or drapers, as they are also known) are involved in the wholesale cloth trade and can become very wealthy merchants. Production of textiles is an expensive process and high quality bolts of cloth can fetch high prices. Clothiers often have strong business ties to the tailors, costumers, haberdashers, and other tradesmen who depend on their products for their own livelihood. Clothier's shops tend to be quite ornate and well decorated, to show off the owner's success.

Primary Skill: Salesmanship

Cobbler: Cobblers are tradesmen who make footwear of all types.

Primary Skill: Craft: Footwear

Con Artist: Con artists exist wherever fools carry money. There are myriad variations to the con artist. Some may play the role of the stranded indigent who only needs enough coin "to get home," while others play long cons with their marks, learning how best to exploit these particularly wealthy or gullible targets. One such con artist in Bet Kalamar managed to pass herself off as the last living relation of an elderly dowager after forging documents "proving" her heritage. The con went unexpectedly well and after the dowagers' death the con woman inherited all the dowager's former fortune and titles. She now lives a comfortable life managing her estate, and apparently doing a good job of it.

Primary Skill: Acting, Disguise, Distraction, Fast Talking, Persuasion, Seduction, Skilled Liar, Forgery, etc.

Constable/ City Guard: Constables and city guards are individuals charged with keeping the peace and bestowed with the right to commit violence by the state. PCs who do not match the normal attire or racial appearance of the community they are traveling in can expect to be stopped and questioned by guards regardless of whether they have committed any crimes. Different communities also have different prohibitions on openly carrying deadly weapons and may find themselves interrogated by the local law.

Primary Skill: Intimidation, Interrogation, Resist Persuasion

Cook/Chef: Cooks are employed by inns, restaurants, or in private residences creating anything from slops to fine cuisine, depending on their skill.

Primary Skill: Cooking/Baking

Cooper: A cooper makes casks, barrels, buckets, pipes and all other manner of staved wooden vessels which have been bound together with hoops. The cooper is an important man about town as he makes air and watertight containers that house everything from agricultural goods, to spirits, to animal waste.

Primary Skill: Craft: Cooperage. Peripheral Skills: Woodworking, Laborer

Costumer: Costumers create outrageous outfits for mummers, performers of all types, and for wealthy patrons attending masques. A costumer combines the skills of a tailor with the creativity of a painter in the odd designs they come up with. Costumers may be found working attached to a theatre troupe or might ply their trade taking custom orders in larger cities.

Primary Skill: Craft: Costume

Courier: Couriers range from the simple stable boy willing to run a message from the inn to the blacksmith, to highly organized operations whose employees deliver important missives to neighboring countries. Couriers require little more than their own two legs to be effective. The more successful ones are reliable, but also charge a significant amount to deliver their message. It's often easy to confuse couriers with merchants – but they are distinctive.

Couriers generally limit themselves to delivering messages or small parcels; they typically do not take responsibility for large amounts of cargo – though for the right price anything is possible. A courier generally charges by time and distance; the farther the message must go, the more expensive the missive. Some large cities feature courier guilds that specialize in delivering communiqués to other parts of the city.

Primary Skill: Laborer, and needs to have reliable personality traits

Courtesan: Courtesans are well-educated and articulate companions to the very wealthy. Courtesans are master navigators of the byzantine social obligations of the upper crust and are frequent sights at important social functions. While courtesans do provide sexual services to their patrons, this is a secondary role at best. The primary function of a courtesan is to serve as a beautiful and engaging companion for their patron in a world where loving marriages are the exception rather than the rule.

Primary Skill: Seduction, Art of, Current Affairs, Proficiency: Etiquette/Manners

Crossbow Loader: Such individuals are typically trained crossbowmen with some disability (be it poor aptitude for the weapon due to low attributes or compromised vision) that makes it difficult to find or retain employment as a mercenary. Basically, they're horrible shots.

However, given the inordinate delay reloading such weapons impose, they can often be usefully employed as "assistant gunners" when paired with an accurate shooter.

Primary Skill: Crossbow Proficiency. Peripheral Skills: Laborer

Cutler: Cutlers ply their trade sharpening blades of all types and also by crafting knives for culinary or combat usage.

Primary Skill: Blacksmithing/Metalworking

Dairy Seller: Dairy sellers are merchants who deal in milk, cream, and some simple cheeses.

Primary Skill: Salesmanship

Dogcatcher: Stray dogs can become a real problem if they grow too numerous. Strays can easily go feral and form irritating and sometimes dangerous packs, roaming city streets scrounging for food. Dogcatchers make their living by capturing and killing problem animals. Armed with nets, nooses, and clubs, these men prowl the back allies of major cities looking for their quarry. Any captured dogs are usually drowned so as to leave their meat and pelts mostly unspoiled, as many dogcatchers supplement their meager incomes by selling off dog meat to unscrupulous kitchens and pelts to shady furriers. Consequently, most people view dogcatchers as undesirables, unless of course their community is infested with violent, feral dogs. Then they tend to be more accommodating.

Primary Skill: Animal Empathy, Skinning

Dog Trainer: These individuals train, and likely breed, sentry and wardogs. There is a strong demand for their service as vicious attack dogs are often employed for night security in warehouses and private homes. Disreputable trainers may secretly be on the payroll of a thieves guild as their skill set often comes in handy when canines patrol a lucrative target.

Anyone interested in acquiring a trained guard dog will have to seek out one of these breeders.

Primary Skill: Animal Empathy, Animal Training: Dogs

Domestic Servant: Domestic servants work in the households of the well-to-do as maids, butlers, nannies, whipping boys, scullery maids, or in other capacities. Some live in their own homes, while others board in servants' quarters in particularly large houses.

Proficiency: Laborer

Driver/Hackney: Drivers operate wagons and carts which transport goods from different locations and are often employed by merchants and tradesmen. Hackneys own carriages which

can be rented out to transport passengers through town at speeds much faster than those possible on foot (and with the added benefit of remaining unseen while riding inside the carriage). Cart drivers can be hired through agents for long-term employment.

Primary Skill: Riding

Dye Maker: Dye makers are craftsmen who mix dyes used in the coloring of textiles.

Primary Skill: Craft: Dye

Engineer: Engineers are trained to design and test new devices, buildings, and explore the limits of mathematical theory and physics put into practice. Typically, Engineers are kept on retainer by lords or hire out on an individual basis to the wealthy. They are normally found only in larger settlements and cities with nobles that can afford their wages. An engineer is required for building something complicated like a catapult or when designing a large multi-story structure. Some engineers specialize in one particular aspect of their field, like siege warfare, artillery, architecture or even mining.

Primary Skill: Engineering. Peripheral Skills: Mathematics

Engraver: Engravers are artisans who can customize metal items (such as weapons and armor) with artistic flourishes, designs, motifs, or messages.

Primary Skill: Artistry

Exotic Animal Handler: Exotic animal handlers care for strange and wondrous beasts in exchange for considerable amounts of silver. Most often found employed by circuses at the low end of the pay scale or by noble menageries at the high end, exotic animal handlers have very specific skill sets that allow them to keep animals alive and in good health in climates vastly dissimilar from their native habitats. A rich man might be able to afford to purchase an exotic animal like a crocodile or ibex, but without an exotic animal handler such a creature will soon die in captivity (or, in the case of the crocodile, someone else will die captive in its jaws).

Primary Skill: Animal Training, Animal Empathy

Factotum: These handymen are needed in every community, regardless of population size. Normal wear and tear (or the occasional abnormal tear) can result in a necessary or useful object becoming inoperative. They differ from carpenters, roofers and other tradesmen in that they are typically engaged for a short period to fix or alter something not to undertake a big project from scratch. They are typically less skilled than guild members but also charge less for their services.

Primary Skills: Carpentry, Maintenance/Upkeep

Falconer: Often called hawkers, Falconers are trained animal specialists who use birds of prey for hunting and sport. They are typically found in civilized lands, most often in the employ of noblemen. More specifically, hawking is an extremely popular sport essentially limited to the social elite. Part of a falconer's job requires constant caretaking of his animals and the breeding and training of new birds of prey.

Primary Skill: Animal Training (raptors); Animal Empathy. *Peripheral Skill:* Animal Husbandry (raptors), Animal Mimicry

Farrier: A farrier is a specialist in equine hoof care, including the trimming and balancing of a horse's hooves and the affixing of shoes to the horse's hoof.

Primary Skill: Farrier Proficiency, Blacksmithing/Metalworking. Peripheral Skills: Animal Empathy

Ferryman: Ferrymen charge fees to transport travelers across bodies of water. Every ferryman owns some type of watercraft with which to ply his trade. It may be a simple raft and chain used to cross a wide river, a decorated gondola navigating through murky canals, or even a masted boat used to cross the deeper waters of a bay or lake. Ferrymen always exact their toll and fiercely guard their crossings from other ferrymen and bridge builders.

Primary Skill: Boating, Swimming

Fisher: Fishermen's catches are a valuable source of protein to coastal communities. They use large nets, spears, trained cormorants, or other methods varying by culture.

Primary Skill: Boating, Hunting (fish only), Proficiency: Laborer

Fishmonger: Fishmongers buy the catches brought in by fishermen to sell in pungent fish markers. They tend to be excellent hagglers.

Primary Skill: Salesmanship

Fletcher: The companion to the bowyer, fletchers turn raw wood and feathers into precise bolts and arrows. Fletchers tend not to be held in the same regard as bowyers and must create large quantities of missiles in order to turn a profit. However, some particularly skilled fletchers can create arrows that do more than simply embed themselves into the body of an animal or enemy. These extraordinary projectiles are discussed in more detail in Chapter Fourteen.

Primary Skill: Carpentry/Woodworking, Craft: Missile

Flowerseller: Flowersellers are usually poor children who sell daisies or other common blossoms in town squares for trade coins.

Primary Skill: Salesmanship

Foreign Emissary: Foreign Diplomats are representatives of other governments whose purpose is to communicate their rulers' intentions. If encountered on the street, they are usually surrounded by a large entourage of personal guards and lesser officials and PCs would be hard pressed to approach without getting their noses bloodied. While they do not possess total "diplomatic immunity" per se, representatives of powerful governments are treated politely even by members of the local nobility as doing insult or injury to a diplomat is considered tantamount to doing the same to the lord he represents.

Primary Skill: Diplomacy, Language, Law

Fuller: Fullers are unskilled laborers who engage in the repetitive task of cleaning wool before it is used for the creation of textiles.

Primary Skill: Craft: Woolworking

Furniture Maker: At the low end, furniture makers craft simple furniture for taverns and peasant homes, while high end furniture makers create furniture that could be considered true works of art.

Primary Skill: Craft: Furniture

Furrier: Unlike tanners who remove fur from animal skins, furriers work with animal pelts to create garments that range from practical winter survival gear to the decadent trappings of the nobility. Furriers maintain close business ties with trappers as they rely on these mountain men to bring them pelts which have not been perforated by incautious harvesting. Furriers can create custom fur goods if provided with the right materials and if you can meet their high prices.

Primary Skill: Craft (Fur Clothing) Peripheral Skills: Skinning/Tanning, Laborer

Garbage Collector: Perhaps one of the lowest members of society in Tellene, garbage collectors go about their work with shovels, pitchforks, and a strong back. The trundling carts of the garbage collectors are often accompanied by several fat hogs which eat copious amounts of organic waste. Without the garbage collector, the cities of Tellene would be even filthier than they already are.

Primary Skill: Laborer

Governess: Governesses are the primary caretakers for the wealthy children of Tellene. Their charges are generally school-age children whom they teach the standard curricula of the local culture. When encountered, governesses have a 50% chance to have their charges with them.

Primary Skill: Diplomacy

Grain Merchant: Grain merchants buy and resell different grains from the countryside and resell them to various other industries.

Primary Skill: Salesmanship

Grocer: Grocers are merchants who deal in fresh food and small, everyday household goods.

Primary Skill: Salesmanship

Groom: Grooms care for and train horses. They are often found in the employ of lords and noblemen, but also work for stables and large keeps. Some grooms also care for other animals, including various beasts of burden and sometimes dogs.

In addition, groom responsibilities include mucking the stables, exercising the horses, and tending to the animals' needs.

Primary Skill: Animal Empathy; Animal Husbandry; Animal Training. *Peripheral Skill:* Skills: Riding

Guide (Wilderness): Wilderness guides have an intimate knowledge of the local country. Although they may not be familiar with every nook and cranny, they certainly are aware of the most expeditious routes to traverse the countryside, hazards to avoid, significant geological formations and points of interest. They are also likely to be aware of any sizeable encampments of humans, demi-humans or humanoids and the presence of any large predators (unless they have recently migrated into the area).

These guide can be hired to show travellers the safest routes over untamed country. With a wilderness guide to lead them, overland travel is always as quick and efficient as possible (see NOTE ON GUIDES, Table 5.1, pg 98).

Primary Skills: Tracking, Cartography, Fire Building, Survival
Proficiencies: Glersee, Hiking/Roadmarching

Groundskeeper: Groundskeepers are usually employed by the landed elite to manage their private tracts of property or by local government to maintain public gardens and parks. On one end of the spectrum, a groundskeeper may be little more than a gardener while other groundskeepers may be responsible for the upkeep of royal forests or vast topiary mazes. In the latter case, a head groundskeeper has the responsibility of coordinating hundreds or subordinates in order to keep things running smoothly. Such a person would know every inch of whatever property he was responsible for.

Primary Skill: Botany, Forestry

Haberdasher: Haberdashers sew non-helmet headgear is many different styles.

Primary Skill: Craft: Headgear

Hay Merchant: Hay merchants sell fodder to be eaten by beasts of burden or used as packing material.

Primary Skill: Salesmanship

Historian: Historians have an immense wealth of personal knowledge on the local history of the area they live in and, from a metagaming perspective, are an excellent source of adventure hooks.

Primary Skill: History, Ancient

Housewife: Housewives are women who manage the domestic affairs of their homes while their husbands work at different careers. They are often encountered while running errands to different shopkeepers.

Primary Skill: Current Affairs

Infirm: An infirm person has suffered a terrible accident and has been maimed. Roll on the table below to see what their accident has cost them.

	Infirmity
01	Blind
02	Missing Hand
03	Two Missing Hands
04	Missing Foot
05	Two Missing Feet
06	Missing Arm
07	Two Missing Arms
08	Missing Leg
09	Two Missing Legs
10	Leprosy

Roll a second time on the NPC Occupations list to see what their former job was. If their infirmity does not prevent them from performing their work (such as a historian with a missing hand), then they are still engaged in that work. If their injury

would prevent them from performing their job (such as a longshoreman with a missing leg) then the NPC is a beggar. Try to come up with interesting stories as to how the accident might have happened.

"It was a damn windy day when I got my leg tangled up in the yard arm. Gust o' wind blew me from my perch and the old leg ripped clean off afore I hit the deck."

Primary Skill: Depends on Previous Career

Inn Keeper: Inn Keepers are like hoteliers, restaurateurs, and barkeeps all rolled into one. Their places of business tend to be ones where travelers and locals gather together to drink and do business. As such, inn keepers tend to know more than a little bit about everyone else's business and any local goings on. They also tend to have quite a few contacts in local businesses which makes them excellent sources for plot hooks.

Primary Skill: Current Affairs, Diplomacy, Salesmanship

Instrument Maker: Instrument makers are craftsmen who create musical instruments. Which instruments they make vary by regional culture and taste. Master instrument makers are held in high regard amongst the clergy and nobility.

Primary Skill: Craft: Musical Instrument

Investor: Amongst the wealthy classes of Tellene, most individuals make their fortune either by taxation or through the success of a homegrown or family business. Investors are a relatively new breed of merchant class that have grown in number in the past few generations rising first out of Ahznomahn's Zha-nezmish. These men turn wealth into more wealth by buying stakes in multiple businesses throughout a community in exchange for seed capitol. Low level investors may own a ship or two, while seasoned moguls could control a small flotilla, several warehouses, and the only bathhouse in town. Most commonly found in trading hubs and port towns, skilled investors can become so influential through the leverage they hold over local economic interests, that they wield effective executive control over the entire community. Merchant princes like these can be potent allies or enemies.

Primary Skill: Mathematics, Law, Salesmanship

Jeweler/Gem Cutter/Whitesmith: Jewelers are skilled craftsmen who create beautiful trinkets and baubles for residents of Tellene to wear. At low levels of mastery, Jewelers mainly serve as brokers and middlemen for more advanced members of their guild. They sell jewelry, but rarely can create it on their own. At higher levels (advanced mastery) jewelers begin to specialize in a branch of the craft: in Gem cutting or Whitesmithing. Gem cutters are highly specialized tradesmen who cut and polish gemstones from their natural state to increase their value. Whitesmiths are expertly trained in working gold and silver to create artistic forms.

Most jewelers earn a living from a small number of products sold each year – what they lack in volume they make up for in the cost of their pieces. Successful gem cutters invariably earn a reputation as reliable, discreet, and highly skilled. Most gem cutters maintain a standard policy that they will not be held responsible for damage sustained when cutting gems. Precious stones often act unpredictably when put under the chisel. Jewelers are very rarely duped. Any successful jeweler would quickly go out of business if he couldn't create and detect authentic, valuable work. These NPCs also will appraise and purchase cut and uncut stones and jewelry from others, always at a steep discount (so they can rework and/or resell them at a tidy profit). In general a jeweler cannot become a gemcuter until they have expert level mastery in craft: gem cutting.

Primary Skill: Appraisal (gems and jewelry); Craft (gem cutting) & Artistry (gem cutting) or Craft (Whitesmithing) & Blacksmith/Metalworking; Peripheral Skills: Geology

Journeyman: Journeymen are a step above apprentices, but a step below masters. These trades- and craftsmen have reached a point in their learning where they travel from master to master learning new techniques and honing their craft. While they can practice their craft to support themselves, a journeyman cannot become a master until he is approved by his guild.

Refer to Table A1.1 (p. 323) to learn his profession.

Primary Skill: Varies by Trade

Laborer: Where the artisan is a skilled worker who has undergone a training regime, the laborer is an grunt working for a meager wage while performing undesirable work (often in poor working conditions). This class of unskilled hirelings includes general laborers, porters, dock workers, and the like.

Generally, laborers do the physically demanding and low-paying work that others don't want to do. All that's required is a strong back and a willingness to listen. This taxing, physical labor is often dangerous. The good ones develop the Laborer General Proficiency.

Technically, apprentices to skilled artisans are also included in this category. What, you thought you would craft Excalibur on your first day on the job? Apprentices are routinely abused, often far worse than a general laborer is, in order to whip the sass out of them and teach the insolent peons what's what. By starting at the bottom and learning all the intricate (and highly demanding) aspects of the job an apprentice is able to build his skill set in order to advance to journeyman.

Primary Skill: Laborer

Latrine Jockey: Latrine Jockeys, or piss-boys, are the unfortunate souls who are required to attend to chamber pots and latrines. Their work is disgusting and it takes a special breed of person to wallow in the muck of others for a few trade coins. Often times, latrine jockeys are disadvantaged individuals who would be ill-suited to any other form of employment. In many settings this job is also used as a form of punishment for those falling into the disfavor of their lord.

Primary Skill: Laborer

Launderer: Launderers are laborers who wash clothing and other cloth possessions of their customers for what are usually very minor fees. Their places of business often reek of ammonia, as urine mixed with water is a common detergent.

Proficiency: Laborer

Leatherworker: Leatherworkers make a wide variety of goods from mundane straps and belts to more elaborate packs and

slings. Blacksmiths and armor and weaponsmiths, who need their help to put the finishing touches on much of their work, often subcontract them. Truly skilled Leatherworkers (Expert mastery and above) can create leather armor.

Primary Skill: Leatherworking. *Peripheral Skill:* Skinning/Tanning, Laborer

Limner/Illuminator: Limners illuminate manuscripts as well as doing ornamental painting on other objects. Limners are employed most often by the clergy to illuminate their holy texts, but also by warriors of different stripes to paint their shields with personal insignias.

Primary Skill: Artistry

Lithic Weaponsmith: Lithic weaponmakers are those adept at crafting high-quality weapons from stone, shale, obsidian, or other non-metal materials. These artisans are often found in the more remote (and less technologically advanced) places of the world. These weaponsmiths harken back to the crudest materials, but their work is of such quality that it can often pass muster in comparison to iron weapons. While often thought of as primitive, less-civilized people need these craftsmen; those isolated from the outside world and lacking an abundance of metals (or the means to extract and manipulate it) find these artisans indispensable.

Primary Skill: Craft: Lithic weapons

Livestock Merchant: Livestock merchants include any men who sell beasts of burden, riding animals, or creatures bound for the slaughterhouse. These men may be plain merchants, dealing more with figures and sums and never directly coming into contact with their wares, while others are more like trail bosses, driving herds of animals to distant markets over open country. Whether a region produces cattle, camels, horses, chicken, pigs, ducks, or other animals, livestock merchants will be there already, turning a profit.

Primary Skill: Animal Husbandry, Salesmanship

Locksmith: Locksmiths create locks and strongboxes for purchase by anyone wishing to secure their valuables. Because of their intimate knowledge of locking mechanisms, locksmiths are also excellent lock pickers. Of course, locksmiths are simple tradesmen and do not have the stomach to wade into danger in the same way a thief does. If a party has a lockbox they just cannot seem to open, a locksmith will be happy to pop the lock for a fee (though success is not guaraunteed).

Primary Skill: Craft: Lock, Lock Picking

Longshoreman: Longshoremen start their mornings before sunrise, jostling with one another to get work unloading the day's cargo. Longshoremen are exclusively involved in the loading and offloading of ships and boats and are not sailors. Famous for their rough and tumble lifestyles, it is unwise to pick a fight with a dockworker as they are usually a very tight-knit community. After a long workday with low pay, these men have little patience for disrespectful types and dockside bars frequently become the sites of multi-man brawls.

Primary Skill: Laborer

Mason: Masons and Lithic Weaponsmiths are tradesmen who have skill with stonework. Unlike their martial brethren, however, masons have a wide array of ability, and can be employed for most tasks that involve building with stone. This set of NPC's includes both rough and free masons. Masons can also be hired to do plastering.

Proficiency: Masonry, *Primary Skill:* Craft: Stonework, *Peripheral Skill:* Laborer

Mercenary: Mercenaries are warriors for hire. Most often ex-soldiers (or tribal fighting men, or former gladiators, or whatever else fits the setting best), mercenaries' most marketable skill is their proficiency with weapons. Mercenaries for hire can usually be found in taverns, inns, or near recruiting stations.

Primary Skill: Intimidation

Mercer: Mercers are merchants who deal wholesale in textiles and supply clothiers with their materials. Certain mercers can become very wealthy dealing in brocaded cloths and fine silks while others make a respectable living as wool merchants.

Primary Skill: Salesmanship

Merchant/Shopkeeper, Other: The list of goods available for purchase in the *Player's Handbook* is not an exhaustive compilation of the totality of items mankind is capable of fabricating or willing to sell. Players occasionally want to acquire miscellaneous knickknacks to customize their character or to fill some perceived need. This creativity should generally be encouraged provided the intent is not to gain some outsized advantage. In many cases, a pre-defined craftsman with adequate skill can make the item. Tailors and blacksmiths come readily to mind.

If a player character desires some strange, unique or anachronistic item, this individual has the means of procuring said item (provided that you are amenable to including it in your game). If this profession is randomly determined, use your creativity to decide what the merchant deals in.

Primary Skill: Salesmanship

Metal Fabricator: Unlike blacksmiths, metal fabricators are involved primarily in the creation of high quality, (sometimes ornamental) metal goods and fixtures for use in architecture. Wrought iron fences, spiraling banisters, sturdy prison bars, and ornate gates all are the purview of the metal fabricator.

Primary Skill: Blacksmithing/Metalworking

Midwife: Midwives are the primary caregivers for women during pregnancy. They tend to be well regarded and well paid for their work, due to its great importance. All midwives have at least Advanced Mastery of First Aid.

Primary Skill: First Aid

Miller: Millers operate mills, which grind grains into meal and flour which are then used in baking. A family that owns one mill is better off than a family with a farm, while a family that owns several mills may become very wealthy.

Primary Skill: Agriculture

Miner: Miners are skilled laborers who know how to dig mineshafts and harvest the precious ore within. Mining is a very

dangerous profession and different miners mine different metals and stones with significantly different methods.

Primary Skill: Mining, Proficiency: Laborer

Minstrel: Skilled in the musical arts, minstrels earn a living by performing for others. Would-be heroes and noblemen often hire them for personal entertainment. Sometimes such employers hire minstrels to improve their status through public song (about the employer's exploits or virtues). A good minstrel can sway the court of public opinion in impressive ways. Minstrels, by their nature, tend to be flighty, aloof and temperamental. They make terrible long-term employees and generally wear out their welcome in some manner or another over a long period of time. Worse, they are notoriously passionate and demand all manner of unusual benefits.

Primary Skill: Artistry (musical instrument, singing). *Peripheral Skill:* Literacy; Current Affairs, Acting

Moneychanger: Moneychangers are mathematically apt clerks who exchange foreign currencies for local ones with a 5% service charge.

Primary Skill: Appraisal, Mathematics

Musician: There are few musicians who can support themselves solely through their music. Every busker playing for trade coins on the street corner has a second gig on the side to make ends meet. More skilled or talented musicians may be noticed by wealthy patrons and play in courtly settings. Especially talented musicians might become composers and command a great deal of respect in noble circles. However, even successful musicians like these are subject to the fickle whims of style and fashion. Many great musicians have reached the pinnacle of their careers only to fall from grace and topple into obscurity.

Primary Skill: Musician

Naval Outfitter: A naval outfitter sells everything a ship could need during a sea voyage. Naval outfitters sell ropes, sails, fresh water, and everything else a captain could want for. Obviously, inland areas are less likely to have naval outfitters present.

Primary Skill: Salesmanship

Navigator: Navigators are guides who are independently hired out to serve aboard different ships for the duration of their voyages. Navigators do not adhere to a ship's chain of command, being only answerable to its captain. Blue ocean travel is deadly without a navigator on board.

Primary Skill: Astrology, Boating, Mathematics

Noble: Nobles are people of great wealth and rank, composing only about 1% of the population, but controlling a great deal of wealth and power. Their titles and positions are hereditary and their wealth is usually maintained by large land holdings and the taxes they levy from them. If encountered in the street, a significant entourage of personal guards, relatives, friends, and hangers-on will surround a noble, making actually approaching one nearly impossible. Attempting to talk to a noble can be dangerous if he decides that you have offended him as nobles face scant legal repercussions for harassing or beating their social lessers.

Primary Skill: Diplomacy, Language, Law, Literacy

Outfitter: Outfitters make their living selling gear to travelers and outdoorsmen. Rather than being the purview of leisurely hikers, the gear sold in outfitters' shops is designed to function in rugged conditions and bear a great amount of wear and tear. These men sell things like winter clothing, ropes, lanterns, fire starters, blankets, climbing equipment, and generally always have a case of jerky near the front counter. Outfitters are found in communities near departure points for long trails, mountain passes, or other perilous treks.

Primary Skill: Craft: Clothing, Salesmanship, *Peripheral Skill:* Survival

Painter: This is not a portraitist or landscape painter, but rather a tradesman paid to paint buildings, signs, or whatever else may be asked for. These individuals are typically flecked with many different colors of paint and tend to carry ladders with them if on the way to a new job.

Primary Skill: Artistry

Paper/Parchmentmaker: Paper and Parchment makers are tradesmen dedicated to the creation of paper for use in all levels of literate society.

Primary Skill: Craft: Paper/Parchment, Craft: Vellum

Pastry Maker: Pastry makers make delectable, sugary pastries prized by those well off enough to afford them. Certain pastry shops become overnight sensations amongst the well-to-do, leading to a huge demand for their products.

Primary Skill: Cooking/Baking

Pawn Broker: Pawn brokers offer quick cash in exchange for items. They offer 10% of the listed value of arms and armor, while jewelry, objet d'art, and gemstones are purchased at 75% of their value. After making a sale, customers have one month to buy back their possessions or the pawn broker will put them up for sale.

Primary Skill: Appraisal, Salesmanship

Peddler/Bauble Seller: Peddlers are itinerant traders who sell small, everyday items, but also strange curiosities. At the GM's discretion, the bauble seller may possess an object of intense interest or value to the PC. Bauble sellers may or may not be aware of what they have.

Primary Skill: Salesmanship

Perfumer: Perfumers are high-end craftsmen who brew subtle aromatic concoctions for use by the upper classes. Their perfumes tend to be very expensive.

Primary Skill: Craft: Perfume

Physician: Physicians are trained healers able to set broken bones, stitch wounds, and perform amputations if necessary. Physicians are fairly dismissive of apothecaries and consider them to be quacks, peddling snake oil. Physicians all have at least Expert Mastery in First Aid.

Primary Skill: First Aid

Plasterer: Plasterers are laborers who insulate the walls of buildings with coatings of plaster. They are always busy repairing buildings whose plaster has begun to crack.

Proficiency: Laborer

Plumber: Plumbers are rarely found in any but the largest cities of Tellene. Most of them are either employed by bathhouses or function as civil servants, maintaining fountains and sewer systems. Bet Kalamar employs a small army of plumbers to keep the sewers and culverts of the great metropolis clear of debris. These men know the sewer like others might know surface neighborhoods; there are safe areas and then there are certain stretches where not even the most dedicated plumber would dare to tread.

Primary Skill: Craft: Plumbing

Pickpocket: Pickpockets come in many shapes and sizes. From the dirty street urchin snatching purses to the cunning rogue lifting wallets right under a nobleman's nose, the thing they all share in common is the desire to relieve you of your coin. Pickpockets can be found anywhere where a crowd might gather and may be independent contractors or perhaps in the employ of a local thieves guild.

Primary Skill: Pickpocket, Distraction, Scrutiny

Poet: Good poets breathe life into words, bad poets make you want to take your own life. Poets can be anyone from troubadours, to playwrights, to great writers of many stripes. Most poets tend to be very poor, eking out a subsistence lifestyle while channeling their experiences into verse. However, some poets, if their great skill is recognized, may find themselves suddenly elevated in social status by the appearance of a wealthy patron. Monarchs, nobles, and even particularly cultured (and wealthy) merchants all become the patrons of talented poets in order to raise their own prestige. Extremely skilled poets may be, in fact, the writer of the play being put on in the city theater this very evening and consequently may have a measure of fame (and possibly groupies).

Primary Skill: Artistry : Poetry

Potter: Potters use clay to create containers of various sizes. Clay pots, when made with a tight fitting lid, have the advantage of being rat proof. As a result, perishable food is often stored in such containers, meaning that potters always have plenty of work for their studios.

Primary Skill: Pottery

Press Gang: Press gangs are groups employed by local militaries and navies in times of war charged with the express purpose of kidnapping men and impressing them into military service. They usually accomplish this end by getting their marks blotto drunk and then carting them off to whatever ship of military barracks they're destined for. Press gangs will avoid capturing anyone who they feel looks particularly dangerous or well armed, looking instead for more vulnerable men.

Primary Skill: Recruiting, Skilled Liar

Private Guard: Private guards are men-at-arms who have been employed as bodyguards by wealthy individuals. When encountered on the street there is a 50% chance that they will be with their charge, otherwise they can often be found relaxing in taverns when off duty.

Primary Skill: Intimidation, Observation

Private Watchman: Private watchmen are distinct from private guards in that they are hired to watch over property and not people. They have an Average Mastery of Observation and Listening and usually have one or more guard dogs with them. If confronted by formidable opponents, watchmen will release their hounds and attempt to raise an alarm, rather than stay and fight to the death. To this end, they are usually equipped with whistles or some other noise maker.

Primary Skill: Listening, Observation

Professor/Natural Philosopher: Professors are the true academics of Tellene. Usually only found in great universities or other centers of learning, professors choose particular fields of study and dedicate their lives to the furtherance of knowledge. However, that is not to say that all professors are "teachers" in the strictest sense of the word. Some are merely men who have acquired the means to continue their own studies indefinitely. Whatever the case, all professors share one thing in common: they are deep wellsprings of information — though not necessarily eager to share all they have learned.

Primary Skill: Varies

Rabble Rouser/Anarchist/Doom Sayer: These are the men who take it upon themselves to preach the truth to the ignorant masses, whether that truth concerns high taxes, a corrupt government, the end of the world, death to aristocrats, the unfairness of guilds, a secret bugbear conspiracy, the second coming of any number of gods, the need to kick these damn half breeds out of the city, the need to assert our place amongst these unwelcoming humans, and so on and so forth. These men are skilled orators, able to whip a crowd into a frenzied mob with nothing more than the force of their words. Of course, other times they're just crazy people yelling in town squares.

Primary Skill: Oration

Rag Picker: Rag Pickers make their living by sifting through garbage looking for salvageable material that they can sell to be reconstituted into useable goods. Practically any materials is under the purview of the rag pickers from cloth scraps to leather shavings, even human hair is a valuable find (as it is sold to wigmakers). Rag pickers are in this way almost like a rudimentary form of recycling.

Primary Skill: Laborer

Rat Catcher: Rat catchers perform the indispensible task of culling rats from towns and cities. Rats deplete food stocks and spread disease by their mere presence, so that rat catcher is always a welcome visitor to a town. Rat catchers use poison, traps, and trained ratter dogs (typically rat terriers) to hunt down and kill rats wherever they can be found.

Primary Skill: Animal Empathy, Animal Training: Dogs, Hunting

Restaurateur: Restaurateurs operate eateries and many of them originate from other cities and towns, or even from other countries altogether. Restaurateurs who come from foreign cultures usually employ other immigrants to work in their places of business. Such businesses tend to be very successful, as new types of food offerings provide a welcome departure from everyday fare. These men and women also offer a great deal of news and contacts from and in the "old county" and can be a fantastic source of information.

Primary Skill: Administration, Cooking/Baking, Current Events, Diplomacy, Language, Salesmanship

Roofer: Roofers are laborers engaged in the construction and maintenance of shingled and thatched roofs, depending on local customs.

Primary Skill: Carpentry/Woodworking, Proficiency: Laborer

Rope Maker: Rope makers are tradesmen who create hemp and silk ropes for use by all manner of industries. There tend to be more rope makers in port towns making a living off the multitudes of ships in need of ropes there.

Primary Skill: Craft: Rope, Rope Use

Ruffian: These are generally young, boorish men who enjoy harassing others and causing trouble. They are the drunks catcalling women on the streets, hooligans overturning a peddler's cart, and vandals defacing property. Ruffians take pleasure in verbally and physically abusing weak and powerless targets and often focus their attention on lone travellers, women, foreigners, and demi-humans. Like all bullies, ruffians are not especially courageous individuals and will avoid provoking formidable appearing individuals or groups and scatter if confronted by determined resistance or authority figures they do not massively outnumber.

Primary Skill: Intimidation

Saddler and Spurrier: Saddlers and spurries craft saddles, bridles, spurs, and any other accouterments or tack used in horse riding.

Primary Skill: Craft: Riding Equipment

Satchel Maker: Satchel makers are craftsmen who craft bags, backpacks, and any other container meant to be worn on one's person.

Primary Skill: Craft: Bags and Backpacks

Scribe: This class of hireling is in high demand, as the vast majority of people cannot read or write. They earn their living transcribing and deciphering letters, books and maps. Scribes are most often employed in temples throughout Tellene – where they earn their living copying religious texts for distribution. Oddly enough, many scribes possess the ability to copy a text (using calligraphy) without actually being able to read it. This is actually an important asset to some employers wishing to keep whatever information is being copied a secret. Scribes can be found in nearly every town throughout Tellene.

Primary Skill: Literacy. Peripheral Skills: Artistry (Calligraphy); Language

Scroll Caddy: Scroll caddies are prospective mages on the lookout for a master to instruct them in the arcane arts. It is a common practice for young people with magical aptitude to hire themselves out to more experienced mages as apprentices of sorts in order to progress their magical studies while organizing and managing their master's scroll collection and serving as a sort of porter. All scroll caddies are literate and possess a 5% Mastery of Arcane Lore. Note, however, that scroll caddies do not possess Hiking/Roadmarching and are by no means necessarily physically robust enough to endure the rigors of wilderness survival or extreme danger.

Primary Skill: Arcane Lore, Literacy

Server/Barmaid: Servers and barmaids are laborers who work in taverns, inns, and restaurants, delivering drinks, taking orders, and doing all the other things a waiter is expected to do. Tipping practices vary by culture, but servers don't generally make much money in their line of work.

Proficiency: Laborer

Sherpa: Sherpas are simply porters who are hired to travel with PCs into dark and dangerous places. They are generally of hearty stock and steady tenacity, though they are not expected to fight. Their high wages are derived largely from the expected danger they will face. Obviously the biggest prerequisite for the job is a large frame and the ability to carry a lot of weight. Where a pack bearer excels is in the ability to make decisions and enter narrow dungeons — two areas where horses and mules repeatedly fail. A good Sherpa should also have lots of knowledge of the area, hiking and road marching skills, and perhaps some survival skills. Such skills make him a much more dependable load bearer than his inferior counterparts. It's dangerous for PCs to mistreat Sherpas as they have access to a wide variety of goods to pilfer or damage at the most inopportune time.

Primary Skill: Hiking/Roadmarching, Laborer, Survival, Climbing/Rappelling, Fire Building, Rope Use, Weather Sense

Ship Captain: A ship's captain is, in all likelihood, an unusually intelligent inhabitant of Tellene. Not only are successful captains able to attract and command a crew, they must have at least rudimentary knowledge of navigation (which encompasses astrology, weather sense and mathematics), and the running of a ship (which encompasses boating, rope use and woodworking). Such individuals are, of course, in high demand, and very few are truly skilled sailors. Players should not expect any old sailor to be able to pilot them through rough seas on a prolonged voyage. Competent ship's captains can command very attractive remuneration for their services.

Primary Skill: Able Seaman Skill Suite, Ship Captain Skill Suite, Astrology; Boating. Peripheral Skills: Leadership, Weather Sense

Shipwright: Shipwrights are extremely skilled craftsmen who design and direct the building of ships. They are often employed by navies or especially wealthy merchants and tend to be very well off.

Primary Skill: Craft: Ship, Boating

Silversmiths: Silversmiths are similar to other metalworkers in most regards, except that they are of particular interest to PCs who wish to "silver" their weapons. Apart from this service, silversmiths mostly make their living by crafting ornamental luxuries.

Primary Skill: Blacksmithing/Metalworking

Skinner: Skinners cut animals' hides from their bodies and clean them before transporting the skin to be turned into leather by a tanner. It tends to be a very bloody process and skinners' places of business reek of blood and death.

Primary Skill: Leatherworking, Proficiency: Laborer, Skinning/Tanning

Slave Broker: Slave brokers are merchants who deal in human trafficking and often stage auctions to sell off captured slaves. Slavery varies in legality by culture in Tellene, but slave brokers only exist in areas where economies are developed enough to include a large-scale slave trade. They tend to be accompanied by armed guards.

Primary Skill: Salesmanship

Slave Overseer: Slaver overseers are cruel individuals who are paid to cow slaves into submissions using beatings and threatening behavior. It takes a special kind of malice to become a slave overseer and these people are never pleasant to be around. They are usually armed with clubs and whips.

Primary Skill: Intimidation

Slave/Serf : Slaves and serfs serve similar purposes but are distinct from one another in certain ways. Slaves exist only in cultures where it is legal to own another person, whereas serfs are agricultural laborers who pay a percentage of their crop to a local lord and are not allowed to leave their land. Depending on the culture your game is currently taking place in, these two groups tend to be at the lowest rungs of society.

Proficiency: Laborer

Soapmaker: Soapmakers are craftsmen who work with tallow to create candles and soap for use by the population at large. Extra fat from butchers, skinners, and any other industry that processes animal carcasses is used by soapmakers to ply their trade.

Primary Skill: Craft: Soap, Craft: Candle

Socialite Layabout: Wine, parties, lovers, ale, victuals, repeat—this lifestyle is the calling card of the socialite layabout. These men and women have no discernable skills except the ability to consume most conspicuously. Get on the good side of one of these dilettantes, and you may find yourself whisked away into a world of bacchanalian excess only to be thrown back out once you outlive your novelty.

Primary Skill: Being Born to Wealthy Parents

Spice Merchant: Other than nobles or clergy, spice merchants tend to be the wealthiest individuals around. Different spices command extraordinary prices for even small amounts in the marketplaces of Tellene and are extremely easy to transport, meaning that they beget excellent profit margins.

Primary Skill: Salesmanship

Spy: Spies may hail from other kingdoms, rival churches, or any other organization that wants to collect information surreptitiously on anyone else. Roll again on the NPC Occupations table to see what the spy's cover is.

Primary Skill: Acting, Current Affairs, Disguise, Glean Information, Hiding, Listening, Observation, Reading Lips, Skilled Liar, Sneaking

Stevedore: Stevedores are distinct from longshoremen in that besides helping to perform the backbreaking labor of loading and unloading merchant vessels, they are also tasked with securing all goods for transport. Stevedores are considerably skilled in rope use and knot tying and without them lashing down cargo, delicate trade goods would be at the mercy of the rolling sea.

Primary Skill: Rope Use, Laborer

Street Performer: Street performers range from the banal to the bizarre, and any large town is likely populated by at least a handful of these eccentric individuals. Sword swallowers, fire breathers, puppeteers, tumblers, contortionists, magicians, storytellers, and many others all fall under the heading of street performer. Some street performers operate independently, trying to eke out an existence based on tips, but others band together to form circuses or traveling companies. By working together, these performers can attract much larger crowds and reap a greater profit. A good circus master is always looking for the next big act, whomever that might turn out to be.

Primary Skill: Acting, Musician, various other skills

Tailor: Tailors can craft or repair all manner of cloth products. They can be commissioned to make a new set of fancy dress, sew a simple bag, or whip up a stylish frock. Lower levels of mastery do not correspond with personal flair. An expert level tailor might make plain, but eminently functional garb, while an apprentice might make garish clothes that quickly fall to pieces.

Primary Skill: Craft: Clothing, *Peripheral Skill:* Style Sense, Laborer

Tanner: Tanners take raw animal hide (usually covered in gore and filth) and treat it until it becomes workable leather which they then sell to leatherworkers. The entire process is extremely labor intensive and dirty. Tanneries are terribly malodorous places and as such are usually located near the outskirts of town.

Primary Skill: Leatherworking *Peripheral Skill:* Skinning/Tanning, Laborer)

Tavern Keeper: Tavern keepers run bars, pubs, speakeasies, and other watering holes where locals can drown their sorrows or make merry. Taverns, like inns, tend to be places where business is conducted amongst tradesmen and merchants, so there is quite a bit of interesting information passing through. Tavern keepers may overhear some of it—especially when over exuberant patrons decide to tell their bartender their life story while they cry into their ale.

Primary Skill: Administration, Current Affairs, Diplomacy, Salesmanship

Taxidermist: Taxidermists are tradesmen who preserve animal carcasses for public display. They are of particular interest to PCs who may want to preserve certain monster parts as trophies.

Primary Skill: Leatherworking, Proficiency: Skinning/Tanning

Tiler: Tilers are laborers who lay tile in any number of different buildings, but are especially in demand in cities with bathhouses, as these tend to have a great number of tiled floors. Certain very skilled tilers can create beautiful mosaic designs and command high prices for their work.

Proficiency: Laborer

Tobacco Merchant: Tobacco merchants tend to be very successful entrepreneurs who deal in tobacco and implements for smoking it. A tobacconist's shop is always well stocked with different varieties of shredded tobacco for pipes and sometimes also aromatic cigars. Many people feel that particularly good smelling tobacco smoke can drive away the bad air that causes illness and smoking is generally quite popular wherever tobacco is available.

Primary Skill: Salesmanship

Torch Bearer (Linkboy): A linkboy is an adolescent or young man whose job it is to provide illumination to pedestrians in dark and crowded urban settings. For a very modest fee, one can have the torchbearer guide you to your destination. Like many people living on the margins, they are often associated with a criminal element. Wealthy clients (and this is a very subjective term given most linkboys' destitution) may be led into a blind alley or other point advantageous for ambush to be waylaid by brigands.

It is unsurprising then that such a scamp would view the opportunity to be paid well (again, in context) to accompany some mercenaries into a dangerous hole as a step up in the world. Most are already emotionally callous by virtue of their upbringing and rough treatment can be endured if accompanied by a regular stream of coins. One should pay heed to the linkboy upon initial engagement for it is not unknown for some to be accomplished thieves.

Given most linkboys' past history, the merest bit of compassion and respect is bound to be returned with an uncommon amount of bravery and fealty to their master (and the ability to drag an unconscious body from the fray now and again). Should they be mistreated by malicious use as decoys, trap bait, or even pack mules, they are usually sly enough to gain their revenge in spades.

Primary Skill: none

Town Crier: Town Criers distribute state-sanctioned information to an illiterate public by announcing important news in town squares and other public spaces. They often also post their news nearby for the benefit of the literate. A good town crier always has an impressive voice and set of lungs.

Primary Skill: Oration

Toymaker: Toymakers make marionettes, puppets, hobbyhorses, dolls, and all sorts of other toys for the children of Tellene. Only those children with parents wealthy enough to afford such toys get the benefit of playing with them, however.

Primary Skill: Craft: Toys

Tracker: These trailblazers are hired for their ability to track monsters and game. They are not cheap (at least the good ones aren't) and they excel at following game for long distances. Often they know more about a surrounding area than anyone else and can provide information on animal and monster activity in the region and possess knowledge of known lairs. Of course, if mistreated or cheated they possess the ability to lead PCs into danger.

Primary Skill: Tracking. *Peripheral Skill:* Survival (Wilderness), Swimming, Climbing, Hiking/Road Marching, Riding

Translator: Translators can provide a mercenary band with greatly enhanced functionality as core team members are often woefully unprepared to meet the challenges posed by being unable to communicate with both possible friendly contacts as well as adversaries. Being a skilled interrogator (or torturer) is of little practical value when you cannot communicate with the subject.

There may even be difficulties with intra-party communication as humans from widely scattered origins may not be [sufficiently] fluent to properly relay information. More expensive translators speak multiple languages and can translate documents as well as verbal communications.

Primary Skill: Language; *Peripheral Skill:* Literacy

Traveler: Travelers may be in town for several different reasons. Some travelers are simply passing through on their way to a farther off destination, while others may be pilgrims visiting a local holy site, business scouts looking at the local markets, or simply people visiting relatives. Whatever the case, any local will be able to immediately tell that the traveler is from out of town due to their accent, appearance, or mode of dress (even if they're only from the next town over). Travelers can be a great resource for a GM as they often stay in inns and can feed PCs news and adventure hooks from other communities.

Primary Skill: Glean Information, Languages

Undertaker: Anyone who dies inside the bounds of civilization will eventually pass under the supervision of an undertaker. Undertakers craft coffins, prepare corpses for funerals (usually with the assistance of a clergyman), and employ laborers to dig graves. Many undertakers have connections to the Congregation of the Dead, even if they are not adherents to that sinister religion, themselves. Unscrupulous undertakers may sell corpses (pieces of them) to interested buyers and sometimes may bury a casket filled with nothing but dirt.

Primary Skill: Craft: Coffin, Proficiency: Laborer

Vestment Maker: Vestment makers are distinct form clothiers in that they must adhere to special rituals specific to the religion which they make priestly garments for. These

rituals can be especially time consuming and/or expensive and the vestment makers predictably charge high prices to do their work.

Primary Skill: Craft: Vestment, Religion

Vintner: Vintners grow grapes in maritime climates, which are used in the production of wine. Vintners work on large estates where they supervise the production of wine from vine to bottle. Good vintages can represent incredible windfalls for wineries and certain vintners become very wealthy.

Primary Skill: Agriculture

Wainwright: Wagonwrights construct wagons and hire out to haul goods throughout cities and towns. Wagonwrights use typical carpentry tools (hammers, nails, planes, etc.) and lumber for constructing their vehicles.

Primary Skill: Carpentry/Woodworking; Blacksmithing/Metalworking

Warehouser: Warehousers are managers who oversee the safekeeping of other peoples' goods in their warehouses. Warehousers often employ a large number of porters and private watchmen to transport and keep an eye on the goods being stored on the their property.

Primary Skill: Administration

Weaponsmith: Weaponsmiths differ from blacksmiths in that the latter are primarily concerned with constructing tools and iron implements, while weaponsmiths are focused solely on the art of crafting weapons. Weaponsmiths fall into a general category that encompasses swordsmiths and general weapon makers. Crafting weapons is a highly specialized skill and there is a canyon separating the unskilled apprentice from the master swordsmith who lives on one commission a year. Most of these skilled crafters earn a living working for lord or country – though some ply their trade in large urban centers or frontier lands where arms are a necessity.

Primary Skill: Craft (weapon making); Arms and Armor Appraisal. Peripheral Skills: Blacksmithing/Metalworking

Weaver: Weavers are primarily women who work at looms in cottage industries producing textiles from wool or other raw materials in order to supplement their family's income.

Primary Skill: Craft: Textiles

Wheelwright: Wheelwrights are craftsmen engaged in the production of wheels for carts and other vehicles.

Primary Skill: Craft: Wheel

Whore: People in this oldest profession specialize in sundry morale raising events. They are nice to have around when the troops or hired help are celebrating a victory or accomplishment, or simply need their spirits lifted. Generally a pimp will work with 1d12p individual hookers who can be hired singly, of course. Hiring soiled doves to entertain the troops raises morale temporarily, but often results in peripheral loss of coin as many dancing girls supplement their income with thievery when the opportunity presents itself.

Primary Skill: Seduction, Art of. *Peripheral Skill:* Acting, Pick Pockets

Whoremonger: Whoremongers and madams are enforcers who manage the work of prostitutes. Customers who mistreat or refuse to pay a prostitute can be sure to receive a visit from a whoremonger (or an enforcer paid by a madam) seeking restitution through violent means. Pimps and madams often rule their prostitutes through fear and intimidation while others have a less terroristic business relationship dependent on the whoremonger's personality.

Primary Skill: Administration, Intimidation

Wig Maker: Wigs may serve as a fashion accessory, comprise a portion of a uniform or be employed in stagecraft. Alternatively, they may be used as disguises. Wig makers primarily craft wigs to mimic a head of hair, but they can also create false beards or moustaches. The most expensive wigs are made from human hair, while more economical ones are made from a variety of animal hair.

Primary Skill: Craft: Wig

Woodcarver: Woodcarvers embellish furniture, create figurines, and generally carve ornamental luxuries from different types of wood.

Primary Skill: Carpentry/Woodworking

Woodseller: At the low end of the spectrum, a woodseller deals in firewood to be burned for personal use, while at the high end he may provide expensive hardwood to be used in the creation of luxury goods or ship construction.

Primary Skill: Salesmanship

Wool Merchant: Wool merchants sell raw wool to weavers, fullers, and other tradespeople involved in the textile industry.

Primary Skill: Salesmanship

Writer/Chronicler: Chroniclers are literate people who document important events for posterity. Unlike historians, chroniclers create new documents instead of studying old ones. Some chroniclers dedicate themselves to recording the lives of important individuals or to creating important works of literature (such as a compendium of monstrous beasts). Wealthy and vain people may also hire chroniclers to document their lives.

Primary Skill: Artistry, Literacy

MERCENARIES AND SOLDIERS

(Primary skills: Laborer, Hiking/Roadmarching. Peripheral Skills: Pioneers have at least advanced Mining proficiency. Pole Arm troops have Phalanx Fighting. Cavalry and Hobilars have at least advanced mastery in Riding: Equine, Cavalry Archers have expert level mastery in Riding: Equine)

Mercenaries and troops are treated a bit differently than other hirelings. These soldiers might be useful for PCs to hire because they provide experienced fighting ability – for all mercenaries and soldiers are trained to do one thing: FIGHT! Sell-swords understand they're being hired to fight for coins. As such they don't typically question orders unless they are particularly cruel

or unusual. There's generally an unspoken bond between these men to keep their mouths shut and do as ordered – as long as the coins keep coming and the work isn't too difficult.

Yet, there's a fine line here. Mercenaries and soldiers won't stand for wanton abuse, poor living conditions, or unfair treatment. This can be problematic, because if mistreated, mercenaries can be extremely dangerous if they revolt.

Hiring Mercenaries

You will have noticed that there are separate entries for mercenary, private guard and soldiers. These distinctions relate more to the type of employment said individuals are willing to contract for rather than fundamental differences in capabilities. From a game statistic perspective, all conform to the Human: Man-at-Arms listing in the *Hacklopedia of Beasts*.

Soldiers may be likened to the original but now antiquated usage of the term freelancer. They are individual members of a mercenary company and unwilling to hire on as individuals. Their Battle Captain offers the services of his unit as a whole.

A Battle Captain will usually offer the services of his company for double the monthly cost of the individual soldiers that comprise it. 50% of the money goes to the soldiers, 25% to the sergeants and lesser officers and 25% to the Battle Captain personally.

Mercenary companies act as a self-contained military unit with their own chain of command. Directives are given to the Battle Captain who disseminates orders down through his subordinates to ensure that individual soldiers know what to do. Soldiers' loyalties are to their Captain first and unit second. Though they will exercise politeness towards their employers, they will not take orders directly from them.

Maintaining a mercenary company on retainer can be a sizeable expense. However, if personally unable to raise and command such a force, it is an excellent means of projecting power and authority.

One should note, however, that mercenary companies are far from the most loyal troops. Though they will fight hard for their paymasters, they will not die in place as a unit. If faced with a formidable or determined foe that may well inflict severe losses, a Battle Captain must weigh the disadvantages of the harm his reputation will suffer should he flee (making it more difficult to secure future business) versus the risk of catastrophic loss of his troops (and thus his entire business until such time as he can recruit new men). Anyone placing a Mercenary Captain into such a predicament had best be prepared to find some means of quelling his anger lest they face a revolt.

Private Guards may be thought of as bodyguards. These soldiers can be employed individually and may be assigned tasks from personal defense to location security. It bears noting that these guards will ensure to keep their charge safe and will take active measures to remove their master from harm's way rather than aggressively attacking his opponents. This defensive style of security suits many employers well but is far from ideal for offensive warfare.

Mercenaries (as individuals and distinguished from *mercenary companies*) are lone combatants that may be equated to soldiers of fortune. They can be hired individually and frequently possess numerous weapon proficiencies and possibly several ancillary skills befitting their role as irregular troops. These may include novice to average mastery in Boating, Climbing/Rappelling, Hiding, Observation, Sneaking, Survival, Swimming and perhaps weapon specialization (all at the discretion of the GM). Many though also possess notable quirks or flaws that alienate them from society and make them unattractive candidates for Battle Captains (perhaps as discipline problems).

Mercs are tough, independent and can be convinced to accompany a band of treasure hunters. Should your players decide that they need the assistance of such an individual, you are encouraged to expend some creativity in developing him.

Troop Types

Archer (long bow): Longbowmen are the most desired light infantry as their range and rate of fire combine to make them superior to all other missile-armed troops. These soldiers do not wear heavy armor, as speed of movement is essential to their tactics. When confronting heavy infantry, they will maneuver to avoid combat. If the terrain does not permit such tactics or if their superior mobility is trumped by cavalry, they can fight as infantry but do so with a Nervous Tenacity rating.

Primary skill: Laborer, Hiking/Roadmarching

Archer (short bow): Armed with short bows, these archers typically serve as support troops. They are neither equipped nor trained to fight in melee and have a Nervous Tenacity rating if compelled to do so.

Primary skill: Laborer, Hiking/Roadmarching

Battle Captain: Captains are higher level fighters (typically 9th-15th level) who are capable of serving in leadership roles (Expert level mastery in Leadership). They are highly organized, disciplined, and capable commanders able to lead upwards of 100 men at a time. Captains are typically armored in platemail and shield.

Primary skill: Laborer, Hiking/Roadmarching

Cavalry, archer: These troops are generally nomadic, undisciplined, and prone to fighting with skirmish tactics. They will not fight in hand-to-hand unless forced to. They typically wear leather or studded leather armor and carry short swords and small shields.

Primary skill: Laborer, Hiking/Roadmarching. *Peripheral Skills:* expert level mastery in Riding: Equine

Cavalry, heavy: Trained to fight in a closed formation, these men wear heavy armor, shields, and lances. In addition they carry a secondary melee weapon.

Primary skill: Laborer, Hiking/Roadmarching. *Peripheral skill:* at least advanced mastery in Riding: Equine

Cavalry, light: Light cavalry are mounted soldiers trained to operate in skirmish formations, often harassing an enemy's flank or rear.

Primary skill: Laborer, Hiking/Roadmarching

Crossbowman: Crossbowmen are easier to recruit, as their weapon is simpler to master than a bow. Like archers, they can fight as infantry if forced into the role, but are not reliable troops as they have a Nervous Tenacity rating.

Primary skill: Laborer, Hiking/Roadmarching

Infantry, heavy: Heavy infantry are trained to fight in formation while wearing heavy armor. They carry either a melee weapon and shield, or a two-handed weapon (such as a pole-arm).

Primary skill: Laborer, Hiking/Roadmarching

Infantry, hobilar (heavy or light): These troops are trained to use mounts to quickly move about the battlefield before dismounting and engaging in melee. They are not cavalry, but are trained in riding and the care for their mounts.

Primary skill: Laborer, Hiking/Roadmarching. *Peripheral skill:* at least advanced mastery in Riding: Equine

Infantry, pikemen: Pikemen are heavily armored soldiers trained to use pole-arms. They typically carry a secondary weapon.

Primary skill: Laborer, Hiking/Roadmarching.

Peripheral skill: Phalanx Fighting)

Lieutenant: Lieutenants serve as second-in-command to a captain. They provide an organizational role, battlefield commander, assistant, and trainer to the men.

On their own a lieutenant can command 40 men (Advanced Mastery in Leadership). They are well-armored. Lieutenants are typically 3rd to 8th level fighters.

Primary skill: Laborer, Hiking/Roadmarching

Pioneer (sapper): These specialized troops are hired to dig trenches for sieges and mining, construct siege equipment, or help build and reinforce fortifications. They carry a melee weapon and use the statistics for a man at arms, but are not used to fighting on the front lines (taking a -1 penalty to their morale if forced to do so).

Primary skill: Laborer, Hiking/Roadmarching. *Peripheral skill:* at least advanced Mining proficiency

Sergeant: A sergeant is the leader of a small body of troops, a non-commissioned officer equivalent. All sergeants are typically 2nd level fighters. A sergeant can command up to 10 soldiers as an independent unit or assure orders from lieutenants or a captain are carried out (Average level mastery in Leadership). There must be a minimum of one sergeant for every 10 regular soldiers, and there can be one sergeant per five regular soldiers.

Primary skill: Laborer, Hiking/Roadmarching

Slinger: Slingers are undisciplined warriors who serve in a skirmish capacity harassing an enemy's flank with sling-fire. Slingers are often a cowardly bunch, firing from cover and re-deploying whenever threatened.

Primary skill: Laborer, Hiking/Roadmarching

Table A1.2: Typical NPC Wages

Hireling	Daily Wages (tc)	Monthy Wages (cp)
Able Seaman	N/A	90
Actor	N/A	20
Advocate	300-500+	300-500+
Agent	N/A	Commission
Animal Driver	50	50
Animal Handler	45	45
Apothecary	N/A	180
Apprentice	N/A	10% of Master
Architect	N/A	250
Artist	N/A	Varies by Skill
Astrologer	300	300
Baker	50	50
Barber-Surgeon	150	60
Basket Maker	40	40
Bath House Attendant	15	15
Bellmaker	100	100
Blacksmith	90	90
Bleacher	48	48
Bookbinder	120	120
Bowyer	N/A	Contract Work
Brewer	100	100
Bricklayer	70	70
Buckle Maker	60	60
Butcher	40	40
Carpenter	85	85
Cartographer	200	200
Cheese Maker	60	60
City Guide	50	N/A
Cobbler	75	75
Cook/Chef	40	40
Cooper	90	90
Costumer	120	120
Courier	20+	20+
Courtesan	N/A	varies tremendously
Crossbow Loader	20	20
Cutler	90	90
Dogcatcher	30	30
Dog Trainer	25	110
Domestic Servant	10	10
Driver/Hackney	40	35
Dye Maker	85	85
Engineer	300+	300+
Engraver	200	150
Exotic Animal Handler	250	220
Factotum	40	45
Falconer	N/A	100
Ferryman	20	20
Fisher	25	25
Fishmonger	25	25

Table A1.2: Typical NPC Wages (continued)		
Hireling	**Daily Wages (tc)**	**Monthy Wages (cp)**
Fuller	20	20
Furniture Maker	N/A	Contract Work
Furrier	N/A	Contract Work
Garbage Collector	150	150
Governess	180	180
Groom	25	25
Groundskeeper	30	30
Guide (wilderness)	90	100
Haberdasher	55	55
Historian	50	200
Inn Keeper	N/A	120
Instrument Maker	N/A	Contract Work
Jeweler/Gem Cutter/Whitesmith	N/A	Contract Work
Journeyman	N/A	30% of Master
Laborer	10	10
Latrine Jockey	7	7
Launderer	37	37
Leatherworker	N/A	Contract Work
Limner/Illuminator	85	85
Lithic Weaponsmith	N/A	Contract Work
Locksmith	10	Contract Work
Longshoreman	30	30
Mason	105	105
Mercenary	400	160
Metal Fabricator	115	115
Midwife	10	N/A
Miller	75	75
Miner	40	40
Minstrel	20	20
Musician	20	20
Navigator	N/A	280
Painter	47	47
Paper/Parchmentmaker	80	80
Pastry Maker	95	95
Perfumer	240	240
Physician	10	350
Plasterer	65	65
Plumber	90	90
Poet	20+	20+
Potter	56	56
Private Guard	120	120
Private Watchman	35	35
Professor/Natural Philosopher	500	400
Rat Catcher	32	32
Roofer	55	55
Rope Maker	70	77
Saddler and Spurrier	100	98
Satchel Maker	70	73
Scribe	110	110

Table A1.2: Typical NPC Wages (continued)		
Hireling	**Daily Wages (tc)**	**Monthy Wages (cp)**
Scroll Caddy	N/A	160
Server/Barmaid	15	15
Sherpa	N/A	100
Ship Captain	N/A	210
Shipwright	N/A	Contract Work
Silversmiths	N/A	Contract Work
Skinner	37	37
Slave Broker	N/A	Contract Work
Slave Overseer	N/A	35
Slave/Serf	0	0
Soapmaker	34	34
Spy	N/A	Contract Work
Stevedore	45	45
Street Performer	Tips	Tips
Tailor	65	65
Tanner	40	40
Tavern Keeper	N/A	95
Taxidermist	100	80
Tiler	80	80
Torch Bearer (Linkboy)	10	10
Town Crier	40	40
Toymaker	N/A	Contract Work
Tracker	15	120
Translator	20	150
Undertaker	40	N/A
Vestment Maker	N/A	Contract Work
Wainwright	N/A	95
Warehouser	90	90
Weaver	39	39
Wheelwright	80	80
Whore	Varies	Varies
Wig Maker	82	82
Woodcarver	67	67
Writer/Chronicler	N/A	140
Soldiers		
Archer (long bow)	N/A	60
Archer (short bow)	N/A	50
Battle Captain	N/A	Special
Cavalry, archer	N/A	80
Cavalry, heavy	N/A	90
Cavalry, light	N/A	70
Crossbowman	N/A	35
Infantry, heavy	N/A	45
Infantry, hobilar (heavy or light)	N/A	50 / 30
Infantry, pikemen	N/A	35
Lieutenant	N/A	Special
Pioneer (sapper)	N/A	70
Sergeant	N/A	Special
Slinger	N/A	25

Diseases

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Diseases and plagues are common in medieval realms such as the Kingdoms of Kalamar. Poor sanitation, lack of knowledge of the methods of disease transmission and simple ignorance all add up to form a very deadly risk factor.

Fortunately, the worst diseases tend to be rare, as they kill off the entire afflicted population and then die off when they have nowhere else to go. However, some of the most advanced diseases can lie dormant for decades (or even centuries) while waiting for a living victim. Thus, disease can strike anywhere at any time on Tellene.

Use of Diseases in Play

Perhaps because disease is something everyone can relate to (certainly more so than sorcery or dragons), there has always been a trend to mimic real-world pathology when incorporating contagions into a RPG. The results have usually been unworkably complex with the net result being underutilization except in the case of those specific to a monster.

While such efforts have been admirable, they fall prey to a couple of key conceptual flaws. First is the fact that any RPG is by its very nature an abstraction. Player characters are never so detailed as would be required to perform a proper immunological study. The simple Constitution score does not reflect all the nuances (endocrinology, genetic susceptibility or resistance, etc) required to 'realistically' determine the progression of a disease. Attempting to do is comparable to precisely cutting a beam to a sixteenth of an inch tolerance with a woodsman's axe. The tools available don't support the job.

The second flaw is that the very concept of pathology is an anachronism. Disease agents, vectors of transmission and inoculations are completely unknown concepts. Cities did not have proper sanitation methods and even the use of soap for personal hygiene is centuries off. Much as with guns, the building blocks to implement these modern concepts are present but neither the knowledge nor the methodology (i.e., Francis Bacon's concept of scientific inquiry that today we take for granted) is present.

Disease should therefore take on more folksy nomenclature ('the shakes' versus 'acute nervous system disorder'). Their method of transmission cannot be systematically determined (and is undoubtedly wrongly ascribed by the afflicted population).

Infection: Catching Diseases

As a GameMaster, you should view disease as another tool in your kit with which to challenge your players. As such, it should be knowingly placed into a scenario with the same care you would position a monster or a poison needle trap. For example, a village the players may travel to could be noted as having the plague. If they enter the village they are exposed. It simply isn't necessary to denote that the plague is transmitted by fleabites, contaminated drinking water or an airborne retrovirus (although if your players push for an explanation, it is fine to have a suitable one). It's an area effect and if they enter the area – they're affected.

Similarly, a specific well, offal pit or even an entire monster lair can be listed as containing disease X. The presence of the disease becomes another challenge.

Disease Statistics and Resistance Checks

Diseases have 2 baseline characteristics: *communicability* and *severity*.

Communicability represents the ease with which a person exposed to the disease may become infected. Severity is a measure of how difficult it is for the victim to withstand the disease.

When exposed to the disease, a character must make a communicability check against the disease. The PC (or the GM secretly on his behalf) rolls d20p and adds his Constitution score while the GM rolls a competing d20p adding the disease's communicability rating. If the GM's roll exceeds the player's, the PC has contracted the disease.

Severity: If a disease is contracted, the PC must make a severity check in the same fashion, with the GM rolling d20p + the disease's severity score. If the GM exceeds the PC's roll, that character suffers the full effect of the disease [denoted as **Major Effect** in the disease listing]. If the PC matches or exceeds the GM's roll, he still contracts the illness but only suffers the **Minor Effect** of the disease. These effects are listed under the specific disease listings.

Note that while some diseases mention stages in their effect, this is for illustrative purposes only.

Baseline Chance of Exposure to Disease

Disease should, in general, be thoughtfully placed in your campaign. However, you may wish to use Table 8.1 while your party travels about Tellene. Note that should your roll indicate the presence of a disease, you should choose one that makes sense for the area, climate and season, based on the descriptions given for each disease.

Table A2.1: Chance of Encountering Disease

Setting	Chance of Encountering Disease
Wilderness	2%
Rural (small community)	4%
City	6%
Shipboard	6%
Crowded encampment	8%
Conditional Modifiers	
Terrain	
Marsh or Swamp	+6%
Tropical climate	+4%
Sub-tropical climate	+2%
Mountainous terrain	-2%
Sub-arctic climate	-2%
Desert climate	-2%
Arctic climate	-4%
Shipboard (at sea) >2 weeks	-4%
Season	
Summer	+2%
Winter	-2%
Sanitary Conditions	
Filthy	+20%
Average	+1%
Above average	-1%
Extremely sanitary	-3%
Other	
PC has eaten improperly cooked meat	+2%
PC drinks polluted water	+10%

NOTE: A failed Cooking/Baking skill check results in "improperly cooked meat" (obviously with the caveat that meat was a portion of the meal…)

Death from Disease

While some diseases are explicitly terminal, others may prove fatal to the weak and elderly. If a disease causes a penalty to an ability score that lowers said score to zero, the victim dies from the illness.

Treating Disease

After a character has become sick with a disease, there are few treatment options available. Anyone with Advanced mastery in First Aid can attended to a sick victim and permit him a second roll against the severity of a disease. This roll grants the victim a +1 bonus to his d20p roll versus severity. A master level of First Aid mastery allows a +2 bonus.

These checks represent a knowledgeable attempt to make sure the diseased is getting the right amount of fluids and nutrition, and may include other folk remedies. A character with the Major Effect of a disease can, in this way, reduce the severity of a disease to the Minor Effect. A character with the Minor Effect who makes such a check is brought back to full health in 2d8 hours (or the natural end of the diseases' symptoms, whichever is sooner).

In addition, the Clerical spell *Treat Disease* can be used to similarly treat disease.

Remission and Carrying a Disease (advanced rule)

Feel free to use these rules in your game, or not, depending on how detailed you'd like to be. Any character whose disease is in remission is considered a carrier of the disease. Additionally, anyone who is currently infected with the disease is considered a carrier. When a character is carrying a disease, those who are in close contact with them (for instance fellow

Most diseases have no "cure." Prior to the twentieth century there were no antibiotics, and even today there are very few effective measures to combat viral diseases. This state of affairs represents a good opportunity to confuse and harass your players, or to be their friend. As always, the choice is yours, and the right balance of antagonism and kindness from the GM is key to a fun campaign.

Feel free to send players on wild goose chases for rare herbs and animals that are said to cure diseases, or to have folksy town elders impart their knowledge of homemade herbal remedies against Brain Fever.

The reality is that none of these folk cures will have any effect at all, but NPCs and PCs will just have to figure this out on their own. There's no harm in being realistic about the level of scientific knowledge of the time period your game takes place in, within reason.

It is also the case that many peasants who are found to be symptomatic of particularly virulent diseases may be banished or killed, and that possessions of the diseased may be burned. PCs without a sufficient level of honor, fame, and social standing may not be immune to such courses of "treatment."

party members) must make a communicability check against the disease – this is a one time check.

Any character whose disease is in remission runs the risk of the disease returning in the following instances:

- He reaches Exhausted or Depleted level of Weariness
- He suffers damage ≥ of 90% of total hit points
- He contracts the major effects of another disease

These are triggers for the potential of the disease coming out of remission, as they are great shocks to the body's immune system. Such triggers necessitate a communicability check against the disease in remission. If the check is failed, the disease returns, and a severity check must be made. Note that these checks are subject to the immunity rules below, so that over time it becomes less likely that a disease will flare up.

NOTE:
If a half-human character has one parent immune to a disease and one not, the character may or may not be immune. If the character ever encounters the disease and fails to catch it upon initial exposure, he counts as "immune," if not he failed to inherit immunity from his non-human parent.

Immunity to Disease (advanced rule)

Immunity to a Disease comes in two varieties: natural and acquired. Some creatures may simply be born with a natural immunity to a specific disease, while others, through repeated exposure or contraction, may develop immunity over time. Feel free to use these rules in your game, or not, depending on how detailed you'd like to be.

Natural Immunity:

Some species of demi-humans are naturally immune to specific diseases; this is noted under the specific disease listings. No one is born with total immunity from a disease that affects their species, but taking the talents Heightened Immunity and Inoculation can greatly reduce a PC's chance of catching diseases, should they wish to throw their BP away on such things.

Acquired Immunity:

Every time a character contracts a disease and lives through it, add a +4 bonus to their future communicability and severity checks against it. In this way, PCs build up immunity against diseases they have already encountered.

Note: This general rule does not supersede rules listed under specific diseases. There are several diseases that one cannot build immunity towards.

Specific Diseases

Black Rash

Communicability: 4
Severity: 8

Where is the disease found? Giant rodents are known carriers of this disease. Communicability should be checked on each and every bite. Rumors persist that other creatures may also be carriers of the black rash.

Minor effect: After contracting the disease, a dark grey rash becomes visible at the injury site within d3p hours, and an hour later it spreads over the entire body, appearing as a dirty bruise. The rash lasts 16+3d12p hours, during which time the victim suffers -2 to Attack, Defense, and damage rolls due to soreness and discomfort.

Major effect: As above, but after 3d12p hours the rash blackens around the mouth and joints. The victim suffers sharp pains, stiffness and inflexibility in his joints in addition to systemic discomfort resulting in penalties of -4 to Attack, Defense, and damage rolls. The rash dissipates after 2d4p days abrogating all penalties.

The Blue Death (a.k.a. Kennad's Vengeance)

Communicability: 6
Severity: 8

Where is the Disease Found? This is a rare disease found in arctic and sub-arctic regions. The Blue Death is found in the ponds that form on the northern plains and forests during the summer months - it is active

during the short northern summers and lies dormant in winter. Humans and halflings are the only races affected by this disease; dwarves, elves and gnomes are apparently immune and cannot act as carriers. Orcs and goblinoid races will merely catch a sniffle when afflicted, though they can act as carriers. Animals act only as carriers.

Minor Effect: Beginning 4d6 hours after infection victims begin to exhibit symptoms including a chill that no fire will warm.

After an additional 4d6 hours, newly manifesting symptoms include aching joints. Additionally, the chill is now noticeable by others as the skin starts to turn bluish-white. The victim no longer sweats even under extreme physical strain. Victims suffer -1 to Strength, Dexterity and Constitution, and -10% to skill use. An Intelligence check is required to cast spells requiring a somatic component. Anyone touching the victim risks frostbite (1 hit point/10 seconds of sustained contact with bare skin).

After another 4d6 hours, the disease breaks, and the victim slowly begins to warm again and after 2d6 hours, is back to full health.

Major Effect: Symptoms are the same as above, but progress further:

4d6 hours after the symptoms listed above, symptoms include frost forming on the victims' skin, which turns ice blue; victims' hair starts turning blue, as do the whites of his eyes and his irises. Victims suffer -3 to Strength, Dexterity and Constitution, -15% to skill use. Spell casters cannot cast spells requiring somatic components; an Intelligence check is required to cast spells requiring verbal components. Anyone touching the victim risks frostbite (1 hit point/5 seconds of sustained contact with bare skin).

4d6 hours later, the victim's skin begins to painfully crack. Rifts form at joints whenever the victim moves. Victim suffers -6 to Strength, Dexterity and Constitution. Victims cannot move or act of their own accord. Anyone touching the victim without wearing cold weather protection (e.g. mittens or gloves) sustains frostbite (1 hit point per second). This effect lass for 4d6 hours after which the victim slowly begins to warm, progressing back down through the stages at 2d6 hours per stage until they regain full health.

Brain Fever

Communicability: **5**
Severity: **6**

Where is the disease found? Brain fever is a waterborne disease. Communicability should be checked if one drinks from a water source contaminated with the disease.

Minor Effect: A day after contracting the disease, the character develops a persistent migraine. This causes the temporary loss of 1 point of Intelligence and Charisma. Should the character engage in strenuous activity (such as melee), he suffers a -2 penalty to Attack and Defense rolls in addition to possible Attack penalties resulting from compromised Intelligence. Further, the afflicted character faces a 10% handicap on all skill checks and arcane magic use is limited to the baseline spell point expenditure.

The disease persists for 1d3p months during which time the symptoms become worse affecting mood, sleep patterns and concentration. The patient incurs an additional -1 penalty to Intelligence, Charisma, Attack and Defense (and 10% handicap to skill checks) per month.

Once the disease has run its course, ability scores and combat effectiveness are restored at a rate of 1 per week. Skill check penalties lessen at 10%/week. Arcane spellcasters must wait a week before they can "amp up" spells and two weeks before they may "overamp" an invocation.

Major Effect: As above, however the disease progresses until either Intelligence or Charisma reaches 0 and the victim dies. Victims of brain fever are often completely unable to work (because of skill check penalties) long before they die.

The Burning Bowels

Communicability: **15**
Severity: **12**

Where is the disease found? The Burning Bowels is (currently) only found in the Brindonwood north of Ek'Gakel. It is an extremely potent and vile disease.

Minor Effect: Beginning 4d4p hours after contracting the disease, the victim begins to suffer heartburn followed by mild cramping. Within the next 24+d10 hours, major cramping, heartburn, and horrid breath afflict the victim. Victims suffer a 1d3 penalty to strength, dexterity, and constitution until the disease runs its course.

Full Effect: Symptoms develop as above, but with much greater severity: the initial ability score penalty is 2d3 with an additional 1d3 penalty every 12 hours for 72 hours. After this time the fever breaks and, assuming the afflicted is still alive, they recover their ability scores at a rate of +1 every 3 days.

The Burning Death (a.k.a. Hell's Fury, the Boar's Boon)

Communicability: **11**
Severity: **6**

Where is the Disease Found? The Burning Death is a moderately rare disease usually found among the

"employees" of various brothels and bordellos in the seaports of Kalamar, although it can be found in all major cities. The Burning Death is contracted only via sexual contact; casual physical contact is not sufficient.

Minor Effect: Beginning 4d6 days after the infection victims develop a very high fever, dizziness and a burning sensation in their sex organs, especially during urination. Skin is warm to the touch. Victims suffer a –1 to Intelligence and Wisdom and a –5% to skill checks. These symptoms will go into remission after d3 months, at which point they no longer suffer penalties, although the victim will always remain a carrier.

Major Effect: Beginning 4d6 days after the infection the victim will experience the above symptoms, however, at the end of d3 months, he will not go into remission. Instead, the disease will begin to progress. Every d3 months, the disease will impart a further, cumulative penalty of -1 to Intelligence and Wisdom and a -5% to all skill checks, as the victim is driven slowly insane. The pain becomes more intense each month, until the character dies.

The Dancing Death

Communicability: 8
Severity: 9

Where is the Disease Found? The Dancing Death is an uncommon disease found almost exclusively in the Northern Young Kingdoms; it has been surmised that clerics of Mangrus in the region created the disease and that it thus far has not spread elsewhere because of the surrounding mountain ranges and deserts. The Dancing Death is contracted only by the touch of an afflicted being. Rumors say the ashes of one that has died due to the disease can be put into a drink, and the drinker thereof will not contract the disease. Only humans, demi-humans and humanoids are affected by this disease; animals are not affected by it.

Minor Effect: Symptoms begin to present themselves d4 days after infection. They include random ticks and jerky reactions and over the course of the next few hours progress to include loss of appetite, queasiness of the stomach and increased ticks and involuntary movements. There is a penalty of –5% to all skill checks. The disease runs its course in d12p days, after which the disease is in remission, and the afflicted remains a carrier.

Major Effect: Symptoms begin to present themselves as above, but over the course of the next few hours progress to include frothing at the mouth, involuntary movement and speech, usually loud, nonsensical chanting and muttering. These movements become magnified to the point where the herky-jerky movement of the victims makes it look as though he is "dancing." The Victim suffers –3 to Dexterity, Constitution and Charisma. The Victim will stumble and shuffle about in a mad, screaming, frothing mania suffering 1d4 points of damage per hour. This critical stage of the disease continues for d12p hours, during which time the victim may well die. After this period, victims will continue to "dance" suffering the above penalties (but taking no further damage) for d12p days, as their Dexterity, Constitution and Charisma are restored at a rate of 1 point every 2 days. If the victim survives, the disease is in remission, and the afflicted remains a carrier.

Note: Anyone who survives the Major Effect of the Dancing Death gains the Nervous Tic flaw.

Devil Sweats

Communicability: 2
Severity: 5

Where is the disease found? Meat-eating mammals may carry this disease though they are not vulnerable to the pathogen. Humans, demi-humans and humanoids may contract the disease if bitten by a diseased animal or by consuming its undercooked flesh.

Minor effect: The victim begins to sweat profusely (penalizing his fatigue factor by 4) and develops blurry vision (suffering a -2 penalty to melee attack and -4 to ranged attacks) 1d4p hours after infection. This disability persists for 3d10p hours whereupon the fever breaks and all penalties are removed.

Major effect: Initial reactions as above. However, the fever does not break for d6p days. Each full day the devil sweats persist, the victim temporarily loses 1 point of Strength and Constitution. Should either of these scores fall below 0/01, the victim dies. Complete bed rest and adequate hydration restores STR & CON at a rate of 0/50 points per day after the fever breaks.

Flesh Rot

Communicability: 10
Severity: 8

Where is the disease found? Flesh rot is typically found in conditions of filth – particularly excrement. Communicability should be checked if anyone searches filth or excrement containing the disease or physically handles items so coated.

Minor Effect: Beginning 3d4p hours after contracting flesh rot, the victims may notice a brownish discoloration where the contagion contacted the skin. This discoloration spreads over the next 24 hours until its effects become somewhat debilitating. The victim initially suffers -1 to both Dexterity and Looks. The disease persists 1d3p weeks during which time an additional -1 penalty to Dexterity and Looks is applied per week. Once the disease has run its course, ability

scores are regained at a rate of 1 point of Dexterity and Looks per week.

Major Effect: As above, however the disease persists 2d4p weeks.

Goblin Pox (a.k.a. Mage Bane, Babbling Sickness)

Communicability: **8**
Severity: **7**

Where is the Disease Found? Goblin Pox is found in regions of high Goblin population. It is most commonly found among forest or swamp dwelling Goblins. It is rare outside of Goblin communities. Goblin Pox is passed through the air, usually through coughs or through the explosive expressions of the guttural goblinoid language. It is highly contagious, but is found in different humanoid species at greatly varying rates. Humans, halflings, half-orcs, dwarves and gnomes gain a +3 bonus against this disease, while elves and Grel have a +6 bonus. Half-elves gain a +4 bonus, while Half-Hobgoblins get a -1 penalty. Hobgoblins and Goblins get a -3 penalty to rolls against this disease.

Minor Effect: Beginning 1d3 days after infection, symptoms include a slight rash and small red spots on the skin. Over the next week these grow to larger rashes, large red splotches on the skin, fever and dizziness. -5% to skill checks. Victims have a 50% chance to lose 1 point of Intelligence permanently. Magic-users cannot utilize 14th level or greater spells while under this effect. These effects have a duration of 1d3 weeks.

Major Effect: Beginning 1d3 days after infection symptoms include rashes, very large red splotches, babbling and muttering and a general mental malaise. Victims suffer -1 to Intelligence and -15% to all skill checks. Victims must roll a d100 and will lose one (01-80) or two (81-00) points of Intelligence permanently due to the disease. Spell casters must roll a successful Intelligence check to cast spells. Magic-users cannot use spells above 8th level. This lasts for 1d4 days after which time the victim's brain begins to turn to mush. Rashes cover 100% of the victim's body, most of which is also covered in horrible red splotches. Victims suffer -3 to Intelligence and -30% to all skill checks. Victims must make an additional d100 roll and will lose an additional one (01-75), two (76-95) or three (96-00) points of Intelligence permanently. Magic-users cannot use ANY spells at this stage. This state lasts for 1d6 days at which point the victim slowly recovers. This recovery grants them 0/50 points of intelligence and 5% to skill checks per day until they are fully recovered (although they do not regain any intelligence points lost permanently).

Note: *anyone who cont*racts Goblin Pox has a 50% chance to gain the Pocking flaw.

Orc Shingles (a.k.a. Slow Rot, Swine Rash)

Communicability: **11**
Severity: **6**

Where is the Disease Found? Orc Shingles is found throughout Tellene among the lower classes (mostly beggars). It is also found near large Orc populations worldwide. Orc Shingles is contracted by touch; specifically, touching an afflicted being on an afflicted spot of skin. Orcs are particularly susceptible to the disease and take a -3 penalty to rolls against it. Half Orcs take a -1 penalty. Elves, on the other hand, gain a +3 bonus against it, and Half-Elves a +1 bonus.

Minor Effect: Beginning 1d6 days after infection symptoms include itchy skin and a slight rash. Over the next few days this rash spreads to cover 50% of the body, and in addition symptoms include large boils and open, oozing sores. Victims have a 50% chance of suffering a permanent -1 to their Looks score during this stage as there is chance of permanent scarification (Those with the "picker" or "scratcher" flaw automatically fail this check). Additionally, victims are in extreme discomfort and take a -5% to all skill checks. These symptoms last for d4 weeks as the rash, boils and sores gradually fade.

Major Effect: Symptoms develop as above but grow to include rashes on 75% of the body, very large bleeding boils, open, infected oozing sores and a general physical weakness. Victims suffer -3 to Strength, Dexterity and Constitution and -15% to all skill checks. Victims have a 75% chance of suffering a permanent -2 to their Looks score during this stage as there is chance of permanent scarification (Those with the "picker" or "scratcher" flaw automatically fail this check). These symptoms last for d4 weeks as the rash, boils and sores gradually fade. At the end of this period the afflicted begins to regain their ability scores at a rate of +1 every week.

Plague (a.k.a. the Kiss of Mangrus)

Communicability: **15**
Severity: **9**

Where is the Disease Found? Plague is found throughout Tellene. It is one of the most potent diseases due to its high communicability and severity. It is most common in urban areas, especially large cities and towns. Communicability should be checked if entering a village or town in which the disease is present.

Minor Effect: Beginning 1d6p days after infection the victim manifests symptoms including fever and itching and blackened skin around the lymph nodes. This persists for 2d4p days after which the patient begins feeling tired and dizzy with heightened fever and swollen lymph nodes. (Characters suffer -1 to Strength

and Intelligence and -5% to all skill rolls for the next 1d6p days). The fever then breaks and all penalties are removed.

Major Effect: As above, however the fever does not break. For the next d3p days, the victim is bedridden with symptoms including continued high fever and chills; severe, bloody cough; large, painful pus-filled buboes; blackened, infected lymph nodes and swollen glands. (Character disability increases to -3 Strength, Constitution and Intelligence. Spell casters cannot cast spells). Following this stage, the symptoms become far more painful and ugly. (Character disability increases to -6 Strength, Constitution and Intelligence and -3 to Dexterity, Wisdom and Charisma. Spell casting is impossible.) Within 4d6p hours the patient expires.

Rat Bite Fever

Communicability: -2
Severity: 7

Where is the Disease Found? Certain rats are carriers of this disease. Communicability should be checked if bitten by a diseased rat.

Minor Effect: Within d3p hours of contracting this disease, a rash appears around the wound. Within an additional hour, this spreads over the entire body. For the next 24+3d12p hours, the victim suffers -1 to Attack, Defense and damage rolls. The rash then begins to dissipate.

Major Effect: As above, however the rash grows more severe and irritating. For 3d3p days, the victim suffers -3 to Attack, Defense and damage rolls. The rash then begins to dissipate.

The Rotting Death (a.k.a. Green Rot)

Communicability: 5
Severity: 9

Where is the Disease Found? The Rotting Death is an uncommon tropical or sub-tropical disease that occasionally flares up in temperate regions during hot and humid summers. It is typically found among jungle or swamp dwelling populations. The Rotting Death travels by contact with an infected being or through contact with items that were held by or worn by infected beings within the last 24 hours. The Rotting Death also lies in wait in still pools of water, and can be contracted by skin contact or drinking such water.

Minor Effect: 1d6 days after infection an individual will manifest symptoms include extreme itching, a greenish rash, boils and weakness. Victims suffer -1 to Strength, Dexterity and Charisma plus all skill use is performed at a -5% penalty. These symptoms last for 1d4 weeks after which the victim is restored the full use of their skills. Victims regain their strength, dexterity and charisma at a rate of 0/50 points every 2 days.

Major Effect: Symptoms manifest as above with the victim suffering -1 to Strength, Dexterity and Charisma plus all skill use is performed at a -5% penalty. The symptoms worsen over the next four days to include sepsis and a horrible stench. At the culmination of this period (96 hours), the victim's incapacitation compounds such that he now suffers -6 to Strength, Dexterity and Charisma, a -30% to skill use and is incapable of moving faster than a shamble (crawling speed). Spell casting is impossible. These symptoms last for 1d6 weeks, with the penalties increasing by -1 and -10%, respectively, each week until the disease has run its course or the victim has died.

Assuming the victim has survived his bout of the rotting death, he is only slowly restored to full health. Such persons regain their strength, dexterity and charisma at a rate of 0/50 points every four days, and their skill abilities at the rate of 10% every four days.

The Shakes

Communicability: 6
Severity: 7

Where is the disease found? The shakes is a disease found on wild edible plants. Humans and other intelligent beings (dwarves, elves, halflings and the 'monster' races such as kobolds, goblins, orcs, hobgoblins, gnoles and bugbears) infected with the disease may also be carriers. Communicability should be checked if one eats contaminated food (which incidentally will appear no different from unaffected varieties though a difficult Botany check will reveal its presence) or physically touches an infected victim.

Minor Effect: Two days after contracting the disease, the character develops a twitch in some part of his body. This increases in severity for the next three days until muscle spasms are frequent. The character is then assessed a -1 penalty to Dexterity. Symptoms persist for an additional1d4p weeks during which time the character is beset by muscular tremors (leading to this disease being called 'the shakes'). An additional -1 Dexterity penalty is added for each week the disease rages. Once it dissipates, lost Dexterity is restored at 1 point/day.

Major Effect: As above, however the disease persists for 2d4p weeks.

The Wrack

Communicability: 5
Severity: 5

Where is the Disease Found? The Wrack is thought to have originated in Cosolen, the capital of Cosdol. It is unknown how widely the disease is dispersed. It is believed to spread by person-to-person contact though prolonged contact with clothing worn by an infectious individual is also known to be a disease vector.

Communicability should be checked whenever bodily contact is made with a contagious person or when garments or bedding used by that person are worn or slept in.

Minor Effect: Beginning 1d6p days after infection the victim manifests symptoms including fever, open sores and blackened skin around the lymph nodes. This persists for 2d4p days after which the patient begins feeling tired and dizzy with heightened fever and swollen lymph nodes. (Individuals suffer –1 to Strength and Intelligence and –5% to all skill rolls for the next 1d3p days). The fever then breaks and all penalties are removed.

Major Effect: As above, but the fever does not break. For the next d3p days the victim suffers heavy and bloody congestion, continued high fever, chills and swollen glands. (Disability increases to –2 Strength, Constitution and Intelligence and –10% to skill rolls for 1d6p days).

Following this stage, the symptoms worsen (increases to –4 to Strength, Constitution and Intelligence and –2 to Dexterity, Wisdom and Charisma. Skill checks are made at –25% and spell casting becomes impossible). Effects last for 4d4p days at which point the patient must attempt a Constitution check. Failure to roll under Constitution score results in d4p points of Constitution loss and requires a second Constitution check in d6p days. Checks continue until one is made or the victim dies when his Constitution reaches 0. Lost Constitution returns slowly over the course of 1 point per day once a successful check is made.

Repeated Exposure: Unlike many diseases, one apparently cannot develop partial immunity to the Wrack. If a character suffering from the Wrack's minor effect is exposed to it again, a severity check must be made to determine if the disease progresses to the major effect. If the exposed individual resists the disease's severity, nothing happens. If failed, the major effect ensues. If one already suffers from the Wrack's major effect, additional exposure has no additive effect.

Wasting

Communicability: **0**
Severity: **7**

Where is the disease found? Wasting is a disease carried by humans and other intelligent beings (dwarves, elves, halflings and the 'monster' races such as kobolds, goblins, orcs, hobgoblins, gnoles and bugbears). Communicability should be checked if one has close contact with an infected victim (e.g. normal speaking distance).

Minor Effect: A week after contracting the disease, the victim begins to feel tired and run down (and is penalized -1 to Strength and Constitution). The disease persists for 1d4p months during which time the patient gets progressively more lethargic, loses weight and his hair begins to fall out. Each month the victim loses 2.5% of his initial body weight and an additional point of Strength and Constitution.

Once the disease has run its course, ability scores are restored at a rate of 1 per week. Body mass also returns to normal at 1%/week assuming an adequate diet.

Major Effect: As above, however the disease progresses until either Strength or Constitution reaches 0 and the victim dies.

Withering Drips

Communicability: **7**
Severity: **6**

Where is the Disease Found? Withering Drips is common among dwarves who get a -3 to saves against it. It afflicts the other populations to a lesser extent (gnomes and halflings make normal rolls against it, all other races gain a +2 bonus). The disease is carried within bodily fluids of those afflicted or carriers. Sneezing, intimate contact or ingestion of infected bodily fluids can cause the disease to be spread.

Minor Effect: Symptoms will manifest much like a common cold or allergies. Itchy, watery eyes, runny nose, sore throat and coughing are all common. This lasts for a few days, but is followed by a period of profound weakness. Those afflicted lose (temporarily) a point of Constitution for each day they suffer these effects. If their Constitution drops to one they will be bed ridden and unable to do anything but speak. These effects last for 2d3 days, at which point the virus has run its course. The diseased regain their constitution at a rate of +1 every 3 days.

Major Effect: Symptoms develop as above, but the period of weakness is far worse: the release of bodily fluids becomes pronounced there is increased sweating and a constantly dripping nose, eyes and mouth. Charisma is adversely affected by 1d4 points. The victim will feel a near constant need to go to the bathroom. Excessive urination and diarrhea, along with the loss of fluids from their running eyes, nose and mouth means the victim must now drink four times the normal requirement of water or face dehydration. Any strenuous activity will result in uncontrolled bodily functions.

The afflicted lose a point of constitution for each day of this period, which lasts for 2d6 days, at which point the virus has run its course. The recovering party regains their constitution and charisma at a rate of +1 every 3 days.

LYCANTHROPY

Unless you have an irrational dislike for shape changing monsters, a PC in your campaign will eventually end up on the wrong end of a werewolf mauling or a nasty wererat bite. The *Hacklopedia of Beasts* teaches us that a failed check against such a bite will result in the player becoming a lycanthrope at the next full moon. If you are a busy GM, you have the option of leaving it there – the PC becomes a monster and runs off to mourn his fate and ravage some poor community. End of story. In all likelihood, however, your PCs will probably try to save their comrade. This assumes they figure out what happened and, more importantly, they actually like the PC and player. (Statistics overwhelmingly show that failing in either case dramatically increases a character's mortality rate). This section describes in greater detail the disease of lycanthropy in case you want to play it further or the PCs pursue a cure (or hunt the beast down).

One of the more exciting situations in the game is that time period where the inflicted PC begins to change but the players still do not know for certain that he has been afflicted. Certainly the first full moon after the change, but quite likely the next couple as well. Picture the PCs rolling into a new town and finding out that the day after their first night that there has been a foul murder. Someone, perhaps only a local drunk, was found brutally murdered – torn to shreds and partially eaten. The next night, another victim – this time a fair maiden or upright citizen suffers the same tragic end. By now the locals begin organizing a hunt for the fell beast preying on their families, perhaps with the PCs helping them comb the streets. The next night, the trail runs cold - but the poor, inflicted PC wakes up the following morning damaged, bruised and dirty, having lost all gear - clearly the victim of some foul wizardry!

Such a scenario makes for great drama. Typically, the afflicted PC will figure it out first, since you are secretly feeding that player more facts – waking up in strange places, bad nightmares, scrapes, bruises and so on. How he reacts will also add to the amusement. Does he relay his suspicions? Hide them? Seek out a cure alone? Seek help from his friends? How do the other PCs react? So you can see, you may need several additional details regarding the disease of lycanthropy in order to properly judge the myriad of possible directions that this ailment takes your table.

Smart players will react to lycanthropy long before any PC is bitten, knowing full well that an ounce of prevention is worth a pound of cure. Of course, certain classes are immune to the disease, such as Paladins and certain clerical religions as stated in their descriptions (any class immune to disease is immune to lycanthropy). Further, only humans can be afflicted. Demi-humans are simply immune, while half-humans usually perish if infected. For those not so lucky to have immunity, certain divine spells allow for differing degrees of protection. Finally, certain herbs contain

NOTE:
It is statistically possible though *highly improbable* that a just and kind individual could manifest lycanthropy normally associated with wantonly evil predators. Such an individual would, at best, be driven from his home as his peers have a preponderance of anecdotal evidence that any atypical behavior is simply a ruse. Eventually, he *will* succumb to the lycanthrope's moral disposition (see Side Effects).

Table A2.2: Medicinal Protections and Cures for Lycanthropy

Herb	Protection	Cure
Belladonna	+1 to Save	Eating belladonna berries within 12 hours of sustaining a wound ensures the character will not become a lycanthrope. He must make a VF 13 poison save upon doing so – success results in penalties of -2 to Attack, Defense & Damage for 2d12 hours. Failure results in death.
Mistletoe	+2 to save; -1 to lycanthrope attacks if worn	None
Wolfsbane	Mulligan to failed save (if you are wearing you get mulligan immediately)	Mixed with blessed water and rituals in the victims anointed church for one month after change allows another save at -2 (cumulative per month of effort)

Table A2.3: Type of Lycanthropic Manifestation	
Physical (roll d12p+d8p)	
≤1	Death
2-5	Mutant offshoot (fox, dog, dire wolf, etc); roll again next month at -2
6-12	Animal only
13-20	Therianthropic
≥21	None
Mental (roll d12p+d8p)	
≤4	Death
5-7	Mutant offshoot; roll again next month at -2
8-11	Animal
12-19	Half-mental change (half beast/half human thought processes)
≥20	None
Modifiers	
New Moon: If the PC suffered his infected injury during the new moon, apply a +2 bonus for both Mental and Physical manifestations.	
Crescent Moon: If the PC suffered his infected injury during the crescent moon, apply a +1 bonus for both Mental and Physical manifestations.	
Half-Humans: Only roll a d12p (i.e. do not add in the d8p) for half-human victims when rolling on these charts.	
Alignment: Only when rolling on the Mental Manifestation chart, apply a -1 penalty for each step the victim's alignment is removed from the were-creature. *For example, a Chaotic Neutral character would suffer a -1 when bitten by a werewolf (CE), while a Neutral character would suffer a -2, Lawful Neutral -3 and a Lawful Good, -4.*	
Significant Wound: If the wound that caused the Virulance Factor check was substantial (a critical hit, 50%+ or more of hit points in one blow, or a failed Trauma check), add a -1 modifier to the check. Apply this modifier multiple times if circumstances dictate (i.e., a critical hit that causes 55% hit point loss and TOPs the character is a -3 modifier).	
Lingering wounds: If the offending wound remains unhealed for seven days (that is, it is not completely healed and has at least one hit point remaining after 7 complete days), apply a -3 penalty. Apply this for each week (after 3 weeks, the penalty is -9!).	
Attributes: *Apply the afflicted character's Physical Saving Throw modifier to the Physical roll and his Mental Saving Throw Modifier to the Mental roll.*	

preventive properties, namely wolfsbane, belladonna and mistletoe. These are the chief protections of peasantry and characters alike. Each affords a different protection as shown in Table A2.2

Assuming protections fail as does the character's save, you will need to determine the type of lycanthrope the PC becomes prior to the next full moon. Table A2.3 includes a myriad of potentialities. Roll twice; once each for the physical and mental manifestations, respectively. Remember that *each* bite requires a save! If multiple wounds infect a character, roll on these charts for each wound, taking the lowest (worst) result.

Results descriptions

Death: Over the course of d6p x 20 minutes the character suffers through repeated bouts of extremely painful transmorgrifications before finally expiring.

Mutant offshoot: Whether physical or mental, rather than developing into the standard archetype, something goes wrong and the character mutates into a closely-related (generally same genus) species. If rat, it could be a mouse or possum. If wolf, it could be a fox or dog. This situation is not stable and at each subsequent full moon the character should re-roll (at a -2 cumulative penalty) until death or a different result occurs.

Animal: The character assumes the pure animal characteristics of the root animal (i.e., wolf, giant rat, etc). When changed, the character is in all respects that animal either physically or mentally (or possibly both). Use the *Hacklopedia* description for animal statistics.

A character that retains his human form but with an animal mentality is combat ineffective and rolls a d12p (unmodified by ability scores but hampered by body armor if applicable) for Defense. Movement is limited to walking speed, as the individual will always move on all fours – an unwieldy form of locomotion for bipeds.

Therianthropic/half-mental: These are the pure lycanthropic statistics from the *Hacklopedia of Beasts*.

None: Change does not occur. If both results are 'none' the disease never manifests! N.b. it is most likely that the victim will have one "none" result – this manifests as either a lucid mind with an animalistic body or a human body with an animal's mentality.

Once you've determined the effect of the disease on the victim, you will need to stat out the beast, keeping a separate record sheet for it. Animal variants have the same base statistics as presented in the *Hacklopedia of Beasts*, as do monstrous versions. In other words, simply use the Hacklopedia entries in all respects, rolling hit points and so-on. For the first three moons/months, the character will have no control over its impulses in beast form, regardless of the roll on the mental charts above. Such a young lycanthrope will also lack all special abilities of the monster entry except for general attacks, defenses (such as DR and silver vulnerability), hit points, damage.

NOTE:
Not all lycanthropes assume the half-man /half-beast form presented in the *Hacklopedia*.

An individual afflicted by werewolf lycanthropy may well take the form of a standard wolf during the full moon (or a giant rat for wererat lycanthropy). In rare cases, the form may be that of a closely related species to the werecreature that infected him though these manifestations are unstable.

NOTE:
A half-mental change is devoid of humanity's higher mental functions such as speech and ethics. It is essentially a clever animal that comprehends how humanity interacts socially and the purpose and utility of human objects such as tools. This renders them far deadlier opponents but does not alter the creature's basic instincts (as summarized by the lycanthrope's alignment).

NOTE:
Any armor the lycanthrope transforms out of is treated per result 365-370 on Table 2.12: Fumbles & Mishaps

NOTE:
A character afflicted with lycanthropy will manifest the Fast Healer talent, mannerisms of the beast and his antisocial quirk after his initial transformation. No BPs are gained from this quirk.

Should the character be cured of the disease after his initial transformation, these features vanish with the disease.

NOTE:
Choosing to induce lycanthropic transformation is one of "any given situation". After 13 months a character may attempt to do so with a 2% chance of success (increasing 2% per month thereafter).

Transformation

The change itself occurs over d6p x10 minutes of agony. During this time, the character is considered incapacitated as if having failed a trauma check. For each additional month of lycanthropy add a cumulative -1 to the d6p roll (e.g., d6p-3 on the fourth transformation) and by the 7th month, the character will change in d6p x 10 seconds. After five years, transformation will occur in d4p seconds.

During a physical transformation, the lycanthrope will drop all gear and worn armor will burst off (with straps now ruined), inflicting a d4p point wound. Those retaining human thought processes can choose to secure their belongings (except during the first three months, when animal instincts dominate completely, regardless of Mental results above) but note that armor, helms and the like will no longer fit. Further, the chance of change when the moon is full is 100% (a five day period where the moon is full or very nearly so). Finally, any significant stressor has a 10% chance to cause the character to transform. Examples include:

- Failed Trauma check (though upon completion of transformation character is no longer incapacitated)
- Sloshed (or greater) Intoxication
- Failure to sleep for at least 3 hours total
- No food for 48 hours
- Inadequate hydration (no liquids for 24 hours)
- Suffering from the major effect of a disease
- Severe Poisoning (i.e. aggregate penalties of -5 or more)
- Reduction of any Ability score to ≤50% of normal
- Cumulative wounds to ≤25% of total hit points
- Death (or apparent death) of a loved one or a close companion

Each transformation lasts for d4p+2 hours after which the character will fall into a deep sleep and cannot be awakened for d4p+2 hours.

Long-term effects

During the first year of disease, a character has no control over transformation; it occurs 100% of the time under a full moon and 10% under stress.

For each month after the 12th, the character has a 2%/month cumulative chance to retain control under any given situation (***including a full moon***), whether transforming into wereform or back to human form.

For example: After two years, a character will have a 24% chance to control tranformations (voluntary or involuntary) achieving total control at 62 months. Controlling stress induced transformation occurs quicker with total control achieved at a mere 17 months.

Side Effects

For every 3 full months of infection, the character's human alignment will permanently shift one place toward the were-creature's 'natural' alignment (in monster form, the character has the monster alignment, unless retaining human mentality). Eventually, in all forms the character will have the alignment of the beast.

All lycanthropes gain the Fast Healer Talent in both human and beast form should they not already have it. However, the character also picks up not only the mannerisms of the beast while in human form, but also an antisocial quirk.

Table A2.4: Lycanthropic Personality Quirk

1	Boor
2	Foul-Mouthed
3	Glutton
4	Inappropriate Sense of Humor
5	Mean Drunk
6	Merciless
7	Ornery
8	Quick-Tempered
9	Selfish
10	Touchy

Curing the Disease

Most players will seek a cure for their PC once they figure out that they are infected. Belladonna berries eaten before the next moon shines on the PC (delving in a dungeon prolongs this as does a new moon, but simply covering the body or remaining indoors does not) may cure (or kill) the PC. Consuming a number of belladonna berries equal to or greater than ½ CON will cure the disease, but also acts as a VF 13 toxin causing -2 to Attack, Defense and Damage for 2d12 hours on a successful save (a failed save equals death).

If belladonna cannot be consumed in a timely fashion (often characters will not have it at their disposal or may not think of it in time), there is still some hope. If the character can be brought to a church for the religion in which he's been anointed before his first transformation, and a proper spell is cast to affect the disease it may be cured or mitigated based on the appropriate spell description. However, once the first full moon after being bitten has passed, a priest's invocation will no longer be effective. All hope is not lost, however.

Certain rituals can be performed in a church of which the character is an annointed member. A month-long ceremony (full moon to full moon) wherein the character imbibes a horrific daily concoction of blessed minerals, waters, other liquids and various herbal stuffs infused with wolfsbane allows another save at -2. This ceremony can be repeated (and probably will be as at this point as the clerics probably have the character chained in the dungeon) each month. However, each successive month adds a cumulative -2 save penalty (i.e., -4 for 2 months, -6 for third month, etc). At some point, either the PC will recover or perish.

Passing on the disease

Lycanthropy is a permanent viral disease that can be passed on to offspring. Even those that become infected through a bite may find that any future children are born with the disease. In the case of infected males, there is a 25% chance that any offspring from this sire are born with the disease. Any children birthed by a she-wolf are always born with the disease.

On Tellene

Lycanthropy ties closely to Veshemo. That said, some forms tie to Pelselond and while none tie directly to Diadolai, the elven star, it has been known to influence some lycanthropes. We recommend that Lycanthropes follow the monthly Veshemo cycle, but increase the chance of transformation off-cycle and decrease chance of control if either (or both!) Pelselond or Diadolai also happen to be full.

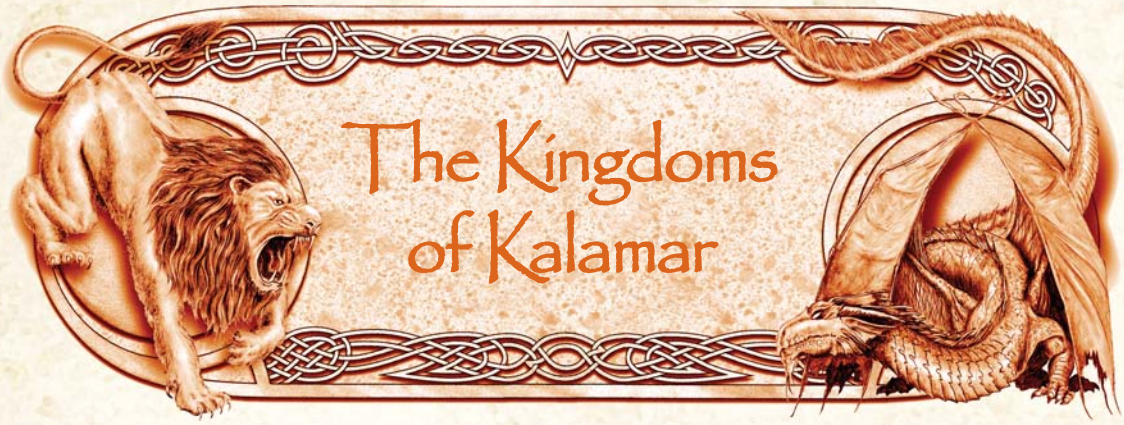
Moons of Tellene

Orbiting Tellene are three moons: Diadolai (Elven Moon), Pelselond (Big Star) and Veshemo (Mother Above). Diadolai is the smallest of the three moons and is reddish-pink in color. It is on an 80 day cycle from full moon to full moon. For most of the 80 day period, however, Diadolai does not appear in the nighttime sky. Because of its size (about ⅓ the size of Veshemo), Diadolai does not give off much light, even when full. The elves believe Diadolai to be the home of the gods.

Pelselond is a small moon as well, appearing only slightly larger than Diadolai. Pelselond's full moon cycle is approximately 34 days and it usually appears white or off-white in color. Pelselond has an elliptic orbit and therefore, appears to be moving at varying speeds across the sky.

Veshemo is the largest of the three moons and occasionally eclipses the other moons from view. It is on a 28 day cycle, which is the basis for the calendar that most of Tellene uses. On the 14th of every month Veshemo is full; but being pale yellow in color, Veshemo gives off only slightly more light than Pelselond.

Every 280 years the three moons are aligned and full simultaneously. This event is recognized, but not necessarily celebrated, by almost every religion on Tellene. Veshemo and Diadolai are full together on various days in a 20 year cycle. Veshemo and Pelselond as well as Pelselond and Diadolai are full together at least once per year. Veshemo, Pelselond and Diadolai align or are full concurrently once every few years in a 40 year cycle. Two of the moons are in alignment several times a year.



The Kingdoms of Kalamar

Brandobia 350
Kalamar.....352
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Tellene is a continental sized region with climate ranging from boreal in the far north to tropical in the southernmost reaches. Tall mountain ranges, reportedly teeming with savage creatures, trifurcate the continent. These natural barriers to expansion have demarked several distinct regions each with unique cultures, languages and races of mankind.

These lands are not isolated. Trade and warfare alternate where overland routes facilitate such interaction. Where they do not, mariners and pirates ply the littoral seas that both wend deep into the landmass and isolate the large island to the southwest.

Due to their superior numbers, human societies define (if not dominate) politics and economics in Tellene's six major regions. Demi-human and humanoid populations must often react to human policies and actions rather than defining their own way forward even should their natural inclination favor apartheid. The following sections detail the overarching relationships between the different states of Tellene, their ongoing conflicts, and their goals.

BRANDOBIA

Brandobia is a lush region with Mediterranean climate in the middle and southern latitudes gradually becoming Oceanic in the northern reaches. One could readily make an analogy to America's Pacific coast.

Separated from the rest of Tellene by the sheer Elenon Mountains to the east, this region is fairly isolated from the wider world, maintaining contact primarily through sea trade though some precarious overland routes traverse the Legasa Peaks.

Centuries past there existed a vast Brandobian Empire that dominated the region and even extended beyond the Elenon Mountains into the north-central plains. However, defeat at the hands of the upstart Kalamaran kingdom and resultant internal dissent reduced that former empire into three kingdoms today ruled over by descendants of the former emperor.

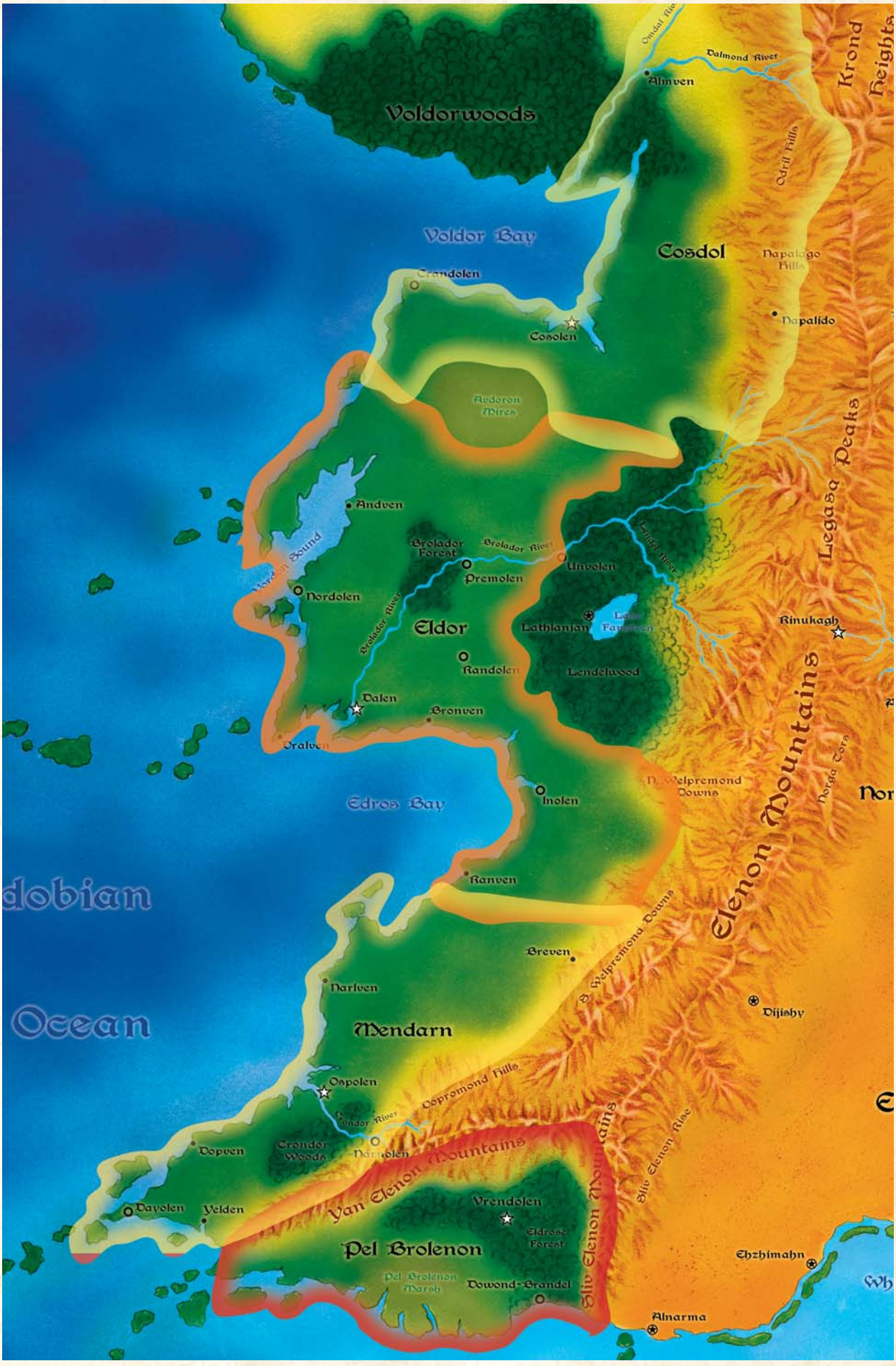
The largest of these is the centrally located Kingdom of Eldor, a traditionalist and xenophobic society ruled by King Eldoran. Racial intolerance is deeply ingrained within the culture. Foreign humans that offer attestable societal benefits such as merchants, sailors and skilled tradesmen are grudgingly tolerated but woe to those who are even perceived as miscreants or vagabonds for they will be harshly chastened. Purity of blood is upheld by writ of law and interracial marriage (e.g. between Eldorians and non-Brandobian humans) is an offense punishable by deportation or death. Understandably, few half or demi humans chose to dwell within this kingdom.

The Eldorans have encroached upon the Lendelwood elves for generations, seeking to wrest control of this invaluable economic resource. Admonitions to desist have gone unheeded prompting a recent escalation to bloodshed. Outraged by elven atrocities, King Eldoran has declared open war on Lathlanian though is hard pressed to challenge these guerrillas within their native weald.

Relations with her southern neighbor are civil but tinged with vain disparagement at the fawning tolerance these realms have displayed for the racially impure. Such attitudes have not proved a boon to trade.

Northerly Cosdol is held in lower regard owing doubtlessly to the plurality of elves that reside astride Voldor Bay. Ironically, this has not proven a *casus belli*. King Eldoran is seeking to inveigle its Brandobian humans away from elven influence and warfare is at cross-purposes to his ultimate goal.

The Kingdom of Mendarn is a country rich in natural resources. Mendarn does not share Eldor's distrust and hatred of foreigners and demi-humans.


Voldorwoods
Voldor Bay
Cosdol
Napalido
Cosolen
Andven
Brolador Forest
Premolen
Unvolen
Nordolen
Eldor
Lathlanian
Randolen
Lendelwood
Dalen
Bronven
Inolen
Edros Bay
Ranven
Breven
Narlven
Mendarn
Ospolen
Dopven
Crondor Woods
Dayolen
Yelden
Vrendolen
Eldrose Forest
Pel Brolenon
Dowond-Brandel
Alnarma
Ehzhimahn
Rinukagh
Almven
Elenon Mountains
Legasa Peaks
Krond Heights
Ocean

Consequently many dwarves and halflings make their homes within the realm. The Mendarn have colonized the archipelagos to the west and routinely capture indigenous Dejy slaves to sell to the hobgoblin kingdom of Ul-Karg on the island of Svimohzia.

Cosdol is the northernmost of these kingdoms and is ruled by the venerable Archmage Welren. Though human in a country where half-elves and elves form a majority, his authority stems from his direct lineage back to the Brandobian Emporer. This does not imply that elves are without influence. Indeed, the king's most trusted advisors, counselors and confidants all share fey heritage.

Whether an heirloom from his forefather or the product of furtive advocacy, Welren harbors antipathy towards Eldor. Its king's covert machinations are no secret to the Archmage and he has taken all measures short of war to abrogate any influence Eldoran might hope to gain over his people. While not so clumsy as to tip his hand, onerous excise taxes and a bevy of sundry bureaucratic hurdles have done much to dampen the allure of subsidized cross-border intercourse.

Geographically isolated to the south of these three kingdoms lies Pel Broleon, a theocracy dedicated to the worship of The Overlord, a sinister god of power and oppression. The church-state, ruled by an unseen Whip, is the epicenter of the slave trade and Dowond-Brandel is the primary port of call for pirates, buccaneers and others seeking either to easily monetize large numbers of thralls or to buy said wholesale. Both Meznams and Kargi are significantly represented in the latter.

Those who would endeavor out of righteous indignation or avaricious craving to raid the land face formidable obstacles as only a seaward approach is possible and that is hazarded by treacherous shoals and an elite navy.

Hidden deep within the Lendelwood is Lathlanian, City of the Wood. Since the Battle of the Coniper Gap and subsequent dissolution of the Brandobian Empire, they have played a long game of territorial denial with the Eldorians. Of late, the tempo of this conflict has escalated unfortunately coinciding with a rising threat from the east perhaps under the auspices of the hobgoblin Sun Slayer Azak Naggetrek in Rinukagh. King Cevranath knows that risking an all-out war on Eldoran territory would mean the ultimate defeat of his people but a sustained two-front conflict, despite advantages of interior lines and mastery of asymmetric warfare, offers an identical – albeit protracted – outcome.

KALAMAR

Kalamar, the region, is characterized by broad alluvial plains, gradually diminishing forests and dispersed swampy lowlands. The shallow waters of the Elos Bay as well as the deeper Kalamaran Sea abut its western expanse. To the east, the Ka' Asa mountains are a near insurmountable divisor separating the region from Reanaaria bay and the Wild Lands to the north. Far to the south, the Obakasek jungle swarms with giant, warm-blooded lizards and uncounted tribes of savage humanoids.

The eponymous Kingdom of Kalamar dominates this area. The empire is not only the largest and most populous country on Tellene, it also boasts the largest military. Kalamar today is but a shadow of its former glory, when its borders encompassed nearly the entirety of land between the continent's two great mountain ranges. In the intervening years, a series of ineffectual emperors allowed rebellious provinces to assert their independence from the empire and become kingdoms in their own right. Today, though the empire has been reduced to half its former size, it is in resurgence under the energetic guidance of Emperor Kabori. The recent notable subjucation of the Ka'Asa Mountains has brought the dwarven capital of Karasta under the dominion of Kalamar and the empire is ruthlessly extracting its mineral wealth to fuel its war machine.

Kalamar's chief enemies are the countries of Pekal, Tharggy, and Paru'Bor, with Pekal being in the vanguard.

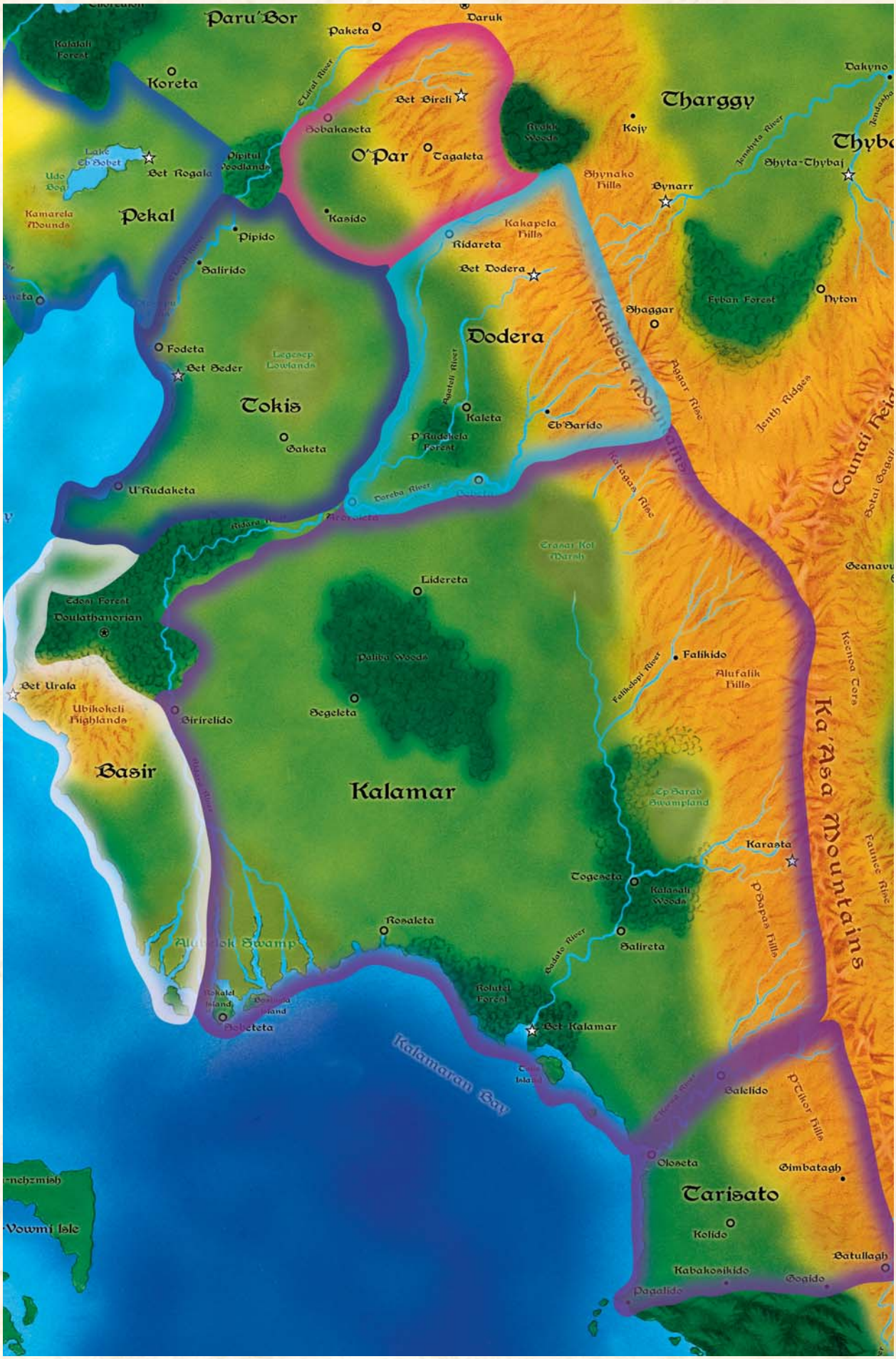
The Kingdom of Basir borders Kalamar to the west and is ruled in name by the aging King Rapos II, but in actuality by his daughter the Princess Dela. Basir is a vassal state of the Empire and possesses a thriving economy that funds its powerful navy. The Basiran fleet is a cornerstone of the Kalamaran war effort directed against Pekal and essential to protect trade against pirates and privateers alike.

The Duchy of Dodera is the smallest province in the Kalamaran Empire and a staging ground for Imperial ground action directed at both Tharggy and Paru'Bor. A cavalcade of provisional Dukes have all failed to vanquish the warrior maids of the east. The latest peer to inherit the throne, the emperor's own half-brother, faces even tougher odds now that an impassioned dwarven diaspora has resettled in the Kakidelas with the enthusiastic blessing of the Queendom.

To the north of Dodera is the ostensively neutral Duchy of O'Par. The machiavellian Duke Gadadik I has long labored to remain neutral in the wars of his many neighbors by continuously playing one block's interests off against the other's (and occasionally an individual state's against those of its allies). Any traveller, merchant or military train may traverse O'Par as long as they pay the Duke's levies and tolls. O'Par is also home to Tellene's most insidious spy network and the Duchy makes a considerable amount of money selling secrets to its neighbors.

The Kingdom of Tokis is the largest subject state of the Kalamaran Empire. While Tokis was embroiled in a brutal succession war, Emperor Kabori intervened with the imperial guard and placed the current head of state, King Adoku, on the throne. As little more than a puppet state, Tokis has been charged with primary responsibility for waging the proxy war on Pekal. Blood and iron have been liberally spent with little to show and the Tokis economy teeters on the brink of collapse. Rumors from Bet Kalamar suggest that Emperor Kabori is dissatisfied with the state of affairs and may dispense with the charade altogether and assume personal control should King Adoku fail to right the ship of state.

The Principality of Pekal, under the rule of Prince Kafen is at the forefront of an ongoing war with the Kingdom of Tokis. An active defense supported by aid and troops from Paru'Bor, Tharggy, and the elven kingdom of Cilorea has permitted her to


Paru'Bor
Paketa
Daruk
Kalalali Forest
Koreta
Dakyno
Tharggy
Bet Bireli
Bobakaseta
Kojy
Thyb
Lake Eb'Bobet
Pipitul Woodlands
O'Par
Tagaleta
Shynako Hills
Shyta-Thybaj
Bet Regala
Bynarr
Kamarela Mounds
Pekal
Kasido
Kakapela Hills
Pipido
Ridareta
Salirido
Bet Dodera
Shaggar
Fyban Forest
Nyton
Dodera
Fodeta
Bet Seder
Legesep Lowlands
Tokis
Kaleta
Eb'Barido
Gaketa
P'Rudakela Forest
U'Rudaketa
Lidereta
Edoai Forest
Doulathanorian
Paliba Woods
Falikido
Alufalik Hills
Bet Urala
Ubikokeli Highlands
Girirelido
Begeleta
Basir
Kalamar
Ka'Asa Mountains
Ep'Barab Swampland
Karasta
Togeseta
Kalanali Woods
Rosaleta
Salireta
Alakelok Swamp
Rokalel Island
Bet Kalamar
Kolutel Forest
Kalamaran Bay
Balelido
Olooseta
Gimbatagh
Tarisato
Kolido
Batullagh
Kabakosikido
Gogido
Pagalido
Vowmi Isle

blunt all Tokite incursions to date. She can likely hold her own indefinitely against these principally militia forces but were imperial legions brought to bear the tide may well turn.

The lands of Tarisato are a frontier region and unquestionably less well governed than the other settled areas of Kalamar. Several petty lords rule over ever-shifting fiefdoms here, with small Imperial garrisons stationed in their manors and castles solely to help defend against humanoid attack from the Obakasek jungle to the south. The lords of Tarisato often squabble amongst themselves, but the presence of the Imperial garrisons prevents the boiling pot from simmering over.

In the Edosi forest, the elven city of Doulathanorian capably resists outside pressure from the Kingdom of Basir and the Kalamaran Empire. The forest is a haven for refugees fleeing from Kalamar and its allies thus most residents are openly vocal about their dislike of the Basiran monarch. King Dorlanisti's warders have clashed with imperial troops but take great pains to limit casualties for fear of provoking war with the Empire, as he knows there can only be one outcome of such a mismatched conflict.

THE YOUNG KINGDOMS

The lands of The Young Kingdoms lie northwest of Kalamar proper and are bordered by Shadesh Bay, the Elenon Mountains and the Elos Desert. It is an area characterized by wide prairies, meandering rivers and a few large forests. The climate is temperate with cool to cold winters depending on latitude. The majority of the population is found in the northwest or southeast along the original settlement corridors.

Today's Young Kingdoms were once the Eastern Brandobian Empire, a sprawling country marked by its arrogant hostility to the region's indigenous humans and demi-humans. This Empire was toppled by a coalition of disparate goblinoid tribes united by the legendary hobgoblin king Kruk-Ma-Kali. The short-lived Krangi Empire of the Central Plains devolved to infighting following the assassination of Kruk and was defeated piecemeal by a chastened Brandobian army now allied with Dejy, dwarves and elves against a common foe. Exhausted by the *reconquista*, the Brandobians faced little hope of resisting the young and confident Kalamaran Empire as its conquering legions marched into the region.

The Kalamarans severed the Eastern Brandobian Empire into smaller, more easily governed duchies. In time as the emperors grew placid and the empire's fire quelled, these duchies gained their independence and today are known as the Young Kingdoms.

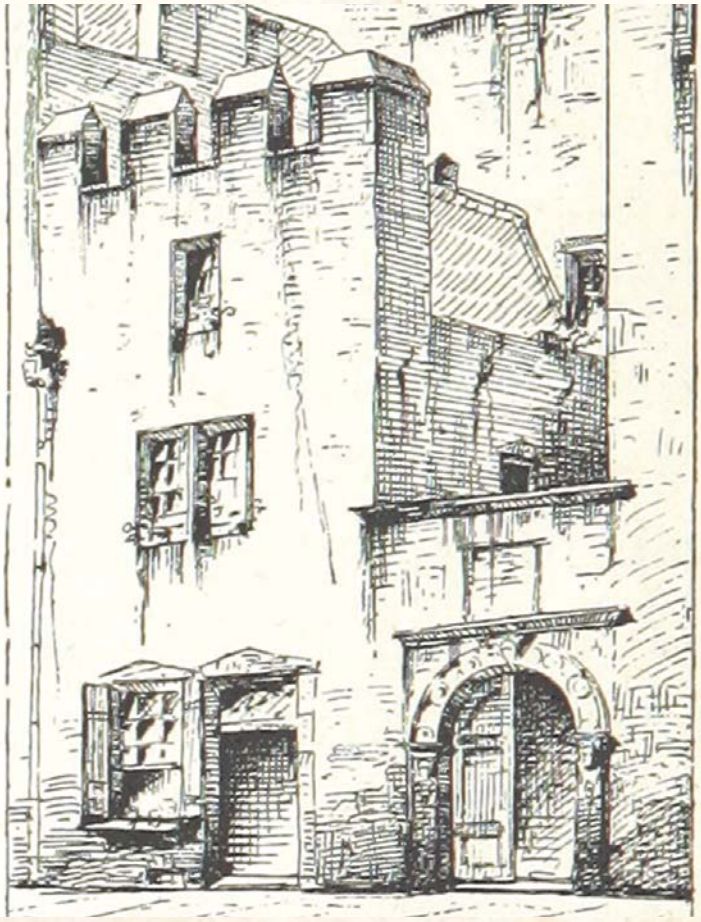
The Militocracy of Korak has a proud martial history dating back to the expulsion of goblinoids during the Brandobian Empire. Many have commented that, "Korak is not a country with an army, but an army with a country".

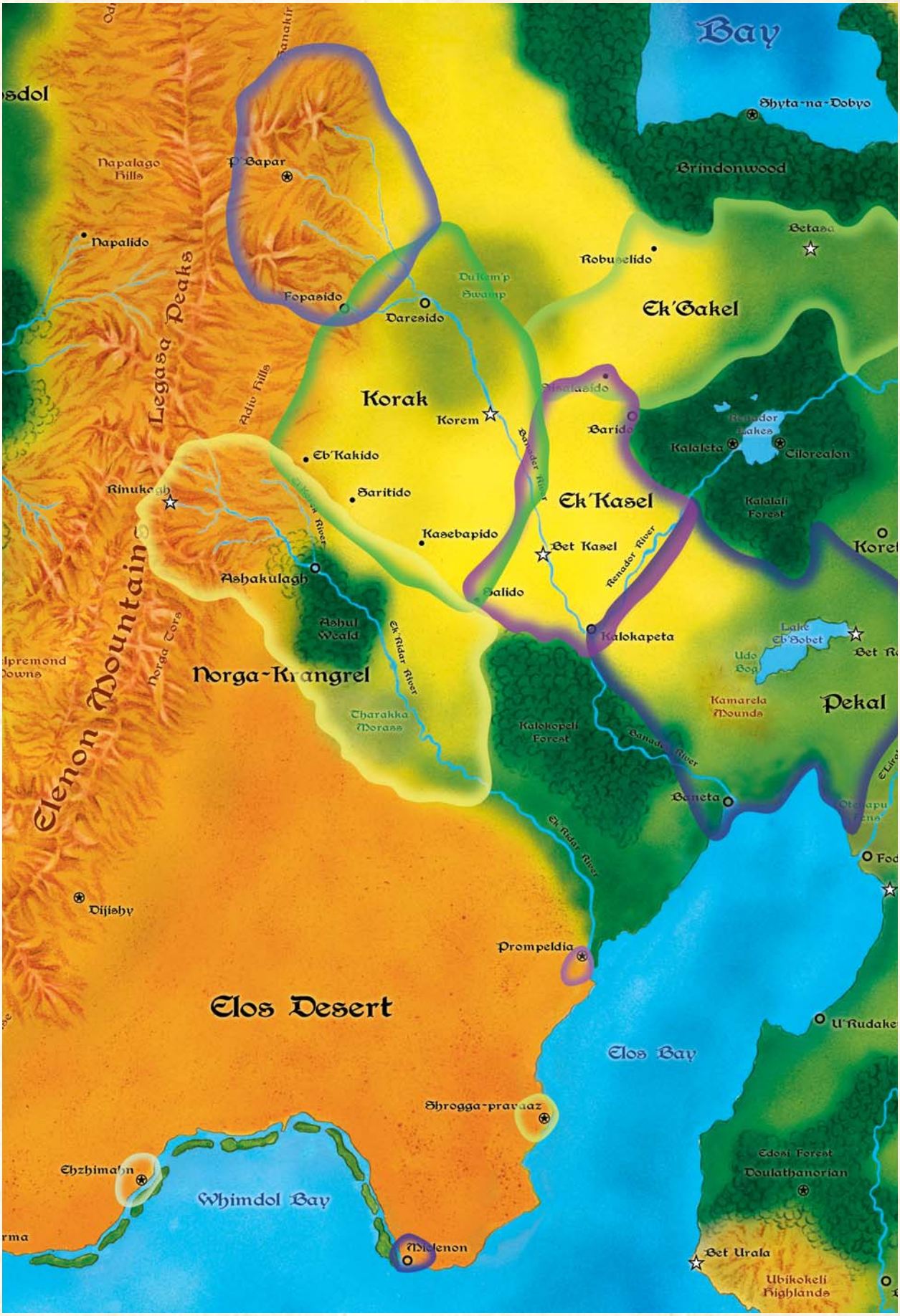
Though the Krangi empire was dispersed, its constituent elements were not eradicated. The immense Korak army stands ever vigilant against the constant threat to the entire region posed by Norga-Krangel. Though the entirety of the nation is geared for war, maintenance of the field regiments has placed a herculean burden on the nation's resources. The present state of readiness is sustainable only through the contributions of men and matériel from the other Young Kingdoms.

The Free State of Ek'Gakel is an oddity in that non-hereditary elected chancellors govern the country. During a past monarchical succession crisis, the king was toppled by an alliance of merchants, peasants, and hired mercenaries.

Unfortunately, an elected leader may prove to be every bit as incompetent as his royal peers. His Most Excellent Chancellor, Bron Epseln, aptly demonstrates this adage. Due to serious policy errors, the once peaceful land is now riven by a multipolar insurgency in which competing indigenous Dejy clans war with each other as well as the central authority. Trade has collapsed and with it the treasury. Ek'Gakel has opted to plead poverty and default on their obligations to contribute to the regional military alliance. The consequences of this choice have yet to unfurl.

The Kingdom of Ek'Kasel has strong ties to the Kalamaran Empire and seceded in name only. King Erasar II, a distant cousin of Emperor Kabori, maintains diplomatic contact with Bet Kalamar. Some rumor that Erasar and Kabori have a dream of bringing the Young Kingdoms back into the Empire as one country, with Erasar as its leader. Regardless of the truth of these machinations, Kalamar has been a reliable supplier of war matériel to the kingdom. This has greatly benefitted her ongoing war with Norga-Krangel for, like her ally Korak, the cost of waging this seemingly perpetual campaign has severely strained her economy.




Bay
Shyta-na-Dobyo
Brindonwood
Napalago Hills
P'Bapar
Napalido
Legasa Peaks
Betasa
Robuselido
Dulkem'p Swamp
Fopasido
Daresido
Ek'Gakel
Korak
Korem
Adiv Hills
Barido
Kalaleta
Cilorealon
Eb'Kakido
Saritido
Ek'Kasel
Kalalali Forest
Kasebapido
Bet Kasel
Renader River
Ashakulagh
Galido
Kalokapeta
Lake Eb'Sobet
Udo Bog
Ashul Weald
Norga-Krangrel
Elenon Mountains
Ek'Rider River
Kamarela Mounds
Pekal
Tharakka Morass
Kalokopeli Forest
Banada River
Baneta
Dijishy
Prompeldia
Elos Desert
U'Rudake
Elos Bay
Shrogga-pravaaz
Edesi Forest
Doulathanorian
Ehzhimahn
Whimdol Bay
Melenon
Bet Urala
Ubikokeli Highlands

The City-State of P'Bapar, the first of the Young Kingdoms to declare independence from Kalamar, is the largest independent city-state on Tellene. P'Bapar is known for its vibrant and productive economy and her geographic isolation shields her from much of the danger endured by her neighbors. Every spring, P'Bapar sends 200 of its soldiers south to Korak to aid in the hobgoblin wars and every winter Korak sends cadre to the city to train new recruits.

The hobgoblin kingdom of Norga-Krangel lies on the southern fringe of the Young Kingdoms. The hobgoblin supreme leader, Krokal-Marg, is a demagogue that stokes the fires of racial hatred by preaching stories of the lost glory of the Empire of Kurk-Ma-Kali and the world that should have been theirs.

The nation is engaged in incessant border skirmishes with Korak and Ek'Kasel. Norga-Krangel is currently massing its troops in anticipation of a final glorious 'lightning war' during which they expect to pierce the frontiers and sweep into the heartland of the Young Kingdoms. Though the total troop count of the hobgoblin army is unknown, it is speculated to be massive.

There are many small city-states that ring the coastline of the Elos Desert: Alnarma, Djishy, Ehzhimahn, the Colony of Miclenon, and Sorgga-Pravaaz (the City of Giants). These cities and towns play little to no role in the wider political and economic conflicts of larger states, except to serve as havens for pirates that threaten trade lanes. However, given their strategic unimportance, these places harbor an unusual number of individuals who prefer lax or nonexistent oversight from meddling nobles.

THE WILD LANDS

The Wild Lands are the most northerly of the six regions of Tellene. The untamed lands abound with wild game, fish and timber providing ample resources for the hearty Fhokki tribesmen that dwell here. Make no mistake though; this is not the effete agricultural southland. The Wild Lands demand grit and courage from their human inhabitants for the winters are long and frigid and they share the territory with gigantic wild beasts and tribes of savage humanoids.

To the south and west, formidable mountain ranges isolate the Wild Lands from other human settlement while to the north lies vast and frigid Lake Jorakk. Further east, unexplored regions of the world await the first explorers to successfully return.

The Lands of Drhokker are a loose confederation of towns and villages that cover the vast grassland bounded by the Rokk Woods, the northern tip of the Narrajy

Forest, the southern edge of the Rytarr Woods and Lake Adesh. The Dejy herdsmen and Fhokki farmers who make up the population of Drhokker have no central government. However, if under a mutual threat, individual tribes and villages will unite and can potentially muster a sizeable number of horsemen and warriors.

Paru'Bor was once the northernmost extent of the Kalamaran Empire, but is now ruled as an independent monarchy by Prince Ragil V, a distant cousin of Emperor Kabori. Despite their distant blood relation, the two men are bitter enemies and Kalamar considers Paru'Bor to be one of its chief adversaries. Few faiths outside of the state religion are tolerated in Paru'Bor and practicing a forbidden religion is a crime deserving swift punishment. While small, the military of Paru'Bor is well disciplined, competently led and profusely equipped.

King Joto II, a fanatical anti-theist who has banned the worship of any gods within his domain, rules the Kingdom of Shynabyth. The kingdom seeks restitution of disputed land from Paru'Bor but this long-standing dispute pales in comparison to the hatred engendered by the long war waged against the fanatical Theocracy of Slen. King Joto desires nothing less than the theocrat's head and the extermination of the vile Slen. Shynabyth has a large military bolstered by additional mercenaries and is allied with the dwarven Kingdom of Draska.

Eight chieftains rule over the Lands of Skarrna. Known as Skryvalkkers, each battle lord maintains a personal garrison and together they can field a sizable terrestrial force. No individual lord boasts the resources necessary to maintain a warship thus relegating the Skarrns' ability to project power to dry land. The lands of Skarrna are a relatively peaceful area and the Skryvalkkers maintain good trading relations with their Reanaarian neighbors to the south.

The Theocracy of Slen is a state that coalesced around a church of the Ministry of Misery on the slopes of the Dashda Mountains. Ruled by Grand Theocrat Toth Senkan, Slen is dedicated to the worship of the Flaymaster and Slennish raiding parties take many slaves from the surrounding countryside to sacrifice in their profane rites. The Theocrat has been engaged in an increasingly atrocious border war with King Joto II for the past twenty years with neither side able to alter the status quo despite escalating butchery.

Lake Jorakk
Rytarr Woods
Drhokker
Skarma
Thybaj
Tharggy
Shynabyth
Paru'Bor
O'Par
Pekal
Dodera
Sten
Mountains
Eyth Mountains
Drr'thaar Mountains
Lake Adesh
Kannel Swamp
Barr-Rytarr
Varmorr
Dythoh
Osthmerr
Crarr
Thymor
Byff
Ardarr-Dorr
Baankema
Island of Ulea
Dakyne
Pytos
Fashyr
Koly
Bynarr
Chaggar
Kakidela Mts
Kako-Dyr
Kakidela Downs
Paketa
Koreta
Barr
Daruk
Cagaleta
Bet Bireli
Bobakaseta
Kasida
Ridareta
Bet Dodera
Pipido
Bailrido
Bet Regor
Bet Rogala
Fodeta
Bet Beder
Pipitu Woodlands
Lake Verith
Vhett River
Eyth River
Upper Eyth River
Renador River
Clural River
Barrel Forest
Fyka Forest
Kakapela Hills
Shynako Hills
Shyf Hills
Rytarr Woods
Drr'thaar Feadlands

The Queendom of Tharggy is unique in that women hold nearly all positions of rank and authority. Following decimation of her field army at the hands of the Kalamaran Legions, nearly every able-bodied man lay dead. Rather than submit, her women rose to the challenge by mustering a new army and training under the few remaining hoary old veterans in preparation for the next campaigning season. Outnumbered but expertly led and doubtlessly grossly underrated by a foe flush with victory disease, the Tharggians triumphed over the returning legions inflicting sufficient losses to compel the Kalamarans to reassess the value of conquering the land.

Today women hold nearly all positions of political and military power under the leadership of Queen Defyn. Women too fill the ranks of the army. In time this will change as a new generation matures, but the society has been fundamentally altered and is unlikely to ever revert to a patriarchy.

Tharggy maintains good relations with O'Par and Thybaj and has a strong economy based on the export of textiles and foodstuffs. She maintains a spiteful truce with Dodera and its Kalamaran sponsors.

The Kingdom of Thybaj is an agriculturally prosperous land ruled by the Shajody (chieftain) Dakary II. The people are notably tolerant and have nurtured strong ties to the numerous demi-humans in the area. Together they manage to hold off periodic raids from giants and other humanoids who descend from the Vrykarr Mountains to raid for food and plunder. Despite the dangers, these highlands are rich in mineral wealth. As such, Thybaj export large quantities of gemstones, silver and copper ore, along with wool and livestock.

Far to the north, situated between Lake Jorakk and Deshada Mountains, is a large steppe known as the Lands of Torakk. There is no formal authority in Torakk as all power lies with independent family groups known as aronaks. The aronaks are totally self-sufficient and survive via subsistence hunting and farming. The largest of these aronaks is a group numbering a thousand called the Bharrs who live in small settlements on the coast of Lake Jorakk. The Torakki are little concerned with the world outside their hunting grounds, instead focusing on the realities of daily survival in the face of extreme weather and the growing threat both from orkin invaders and Slennish raiding parties.

REANAARIA BAY

Reanaaria Bay fills a gigantic rift valley east of the Ka'Asa Mountains. Narrow strips of habitable land upon which humans have established thriving cities dependent on sea trade and fishing border its long coastline. To the east, across the arid Arajyd Hills, is the uncharted Khydoban Desert, rumored to be the haven for undead serving a nefarious master. Reanaaria Bay feeds into the treacherous waters of the Sea of the Dead, where allegedly 100-foot wide whirlpools suck unwary mariners down to their briny deaths. Sailors fastidiously avoid these waters by hugging the coast until reaching the Kalamaran Sea.

Aasaer, the city of pirates, truly warrants its moniker. A vicious cutthroat named Pacuam enforces his will upon the city through the 200 rogues and cutthroats on his payroll. Answering to no authority, the city is largely an outlet for stolen goods coexisting with seedy taverns and brothels. Only a meager yearly harvest from ajacent farmlands contributes to any sort of local economy not driven by crime.

Baethel is an unusual city where a gnomish monarch rules over a mixed human and gnomish population. Prince Jebim watches over his populace with the assistance of seven gnomish elders. The economy is based entirely on agriculture and the farmers of Baethel bring in a mixed crop primarily composed of cabbage, tomatoes, and walnuts. They have a small military of mixed gnomish and human forces.

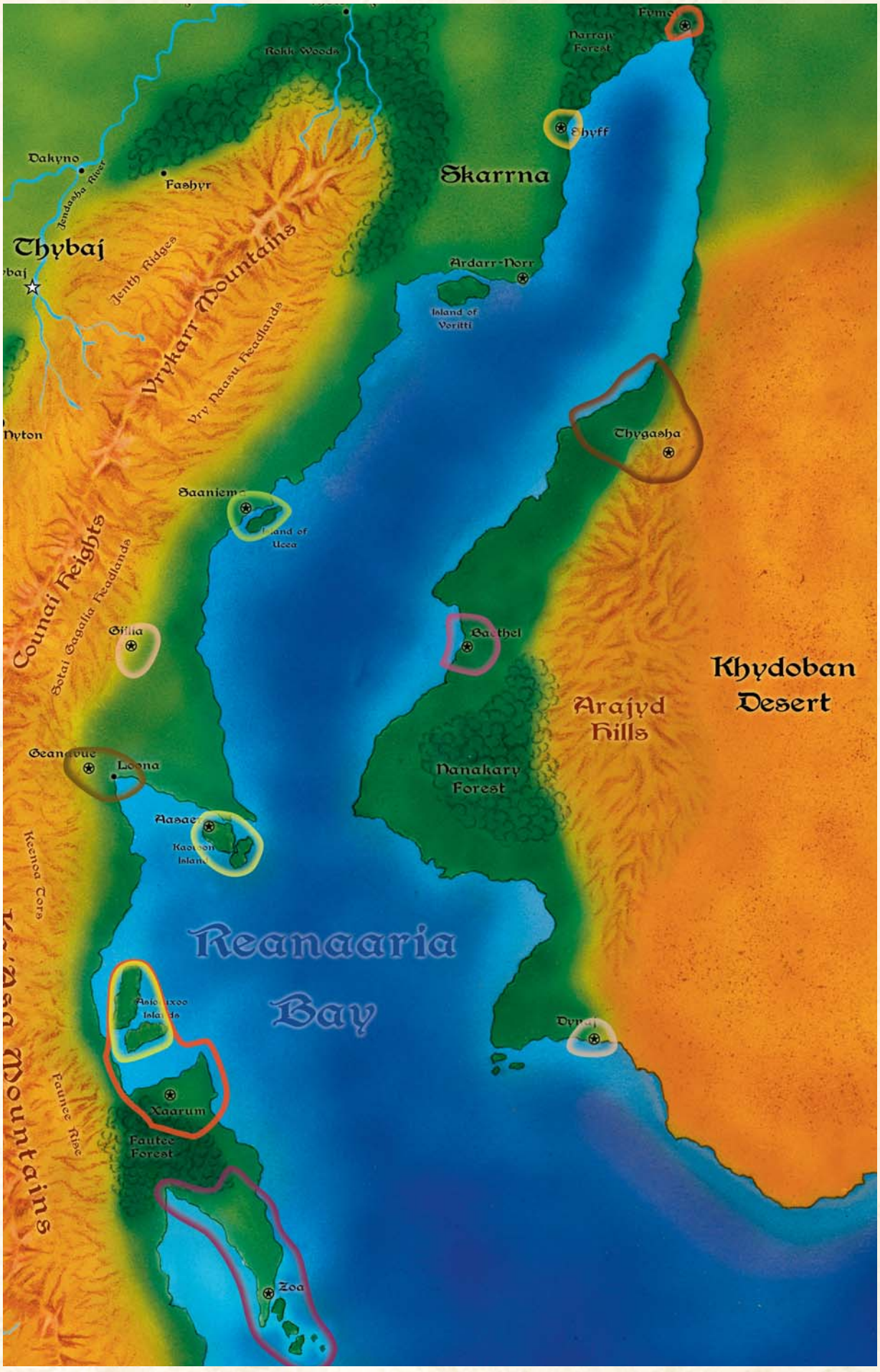
The City-State of Dynaj can be an unsettling place for visitors. Often it is a desperate port of call for damaged vessels fortunate to escape the Sea of the Dead. The city walls are crumbling and the gates are perpetually open – indicating either a town well in decline or, as the minimal garrison substantiates, a city brazenly confident that no one would dare occupy a place so close to the ominous desert expanse.

Apart from tending to the needs of damaged vessels, Dynaj's economy is based on the export of gold bullion (obtained from unknown sources in the Khydoban Desert) and beer.

The City-State of Genavue is a bustling commercial center ruled by Lord Haar. Its industrious population is a mix of dwarves, gnomes, humans and half-elves. The Genavese sovereign fears Kalamaran advances in light of their recent conquest of the dwarven citadel of Karasta (located just over the mountains) and worries that his city could be the Emperor's next target. While his spies seek confirmation of Kabori's intent, the city's garrison trains for defense.

North of Genavue is Giilia, known as the City of Bats. For the past 200 years, a vampire known only as Esmaran has dominated Giilia. She discourages trade with the outside world and consequently the human hostages née residents of the city go hungry most winters. There is no standing military for Esmaran relies on three dozen ghouls and their ghast leaders to protect the city. Once a month, the vampire publicly terrorizes her thralls by feeding upon a human victim before casting the corpse to these creatures. The population of Giilia is slowly diminishing as births cannot make good this predation. Saaniema is a city very proud of its history. The town is dwarfed by massive stonework and uncompleted architecture that lie on an island just to the east.

Over three centuries ago, a rebellion against local pirates gained sufficient momentum to launch the career of a petty emperor who conquered many local towns before an angry storm giant eventually quashed his vainglorious army. Today the city is run by a cabal of landowners, artisans, and merchants who form the real power behind a weak count. The city has a small garrison and only a single ship in its navy. Cereal crops and pig husbandry sustain the economy. Its only substantive export is large quantities of shrimp.


Rokk Woods
Narraju Forest
Fymo
Ehyff
Skarrna
Dakyno
Jendesha River
Fashyr
Thybaj
Jenth Ridges
Vrykarr Mountains
Ardarr-Norr
Island of Voritti
Vry Naaau Headlands
Nyton
Thygasha
Saaniem
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Counai Heights
Sotai Gagalia Headlands
Gilia
Bacthel
Khydoban Desert
Arajyd Hills
Geancoue
Leona
Nanakary Forest
Aasae
Kaoroom Island
Keenoa Tors
Reanaaria Bay
Asloixoo Islands
Dynaj
Xaarum
Faulee Forest
Faunee River
Zoa

Thygasha, the City of Dreams, is a prosperous municipality inhabited primarily by Dejy. Ruled by the ostentatious and business-minded Prince Shyja, the city boasts the largest military in Reanaaria Bay. Thygasha has a strong agricultural economy, but is primarily known for its export of the unusually beautiful silver sands that line its beaches. These hallucinogenic sands are used in religious rituals and exported all over the known world.

Xaarum is a small city of humans, gnomes, and halflings ruled by a Duke hamstrung with a council of idiotic barons, full of sound and fury, but accomplishing nothing. As a result, the community has puttered along contentedly, selling truffles and finely made musical instruments. The city has only a token militia and no real conflicts of which to speak.

The markets of Zoa are the busiest in Tellene. Twelve councilmen who serve for life rule the city. Of these, the most influential is an elf named Werlen who has served on the council for 200 years, guiding the city from peaceful bayside village to a well-established center of commerce. Zoa maintains a small army and a fleet of two dozen warships. She maintains a defense pact with many other cities of Reanaaria Bay ensuring that a large force can sail to counter any strategic threat.

In the Nanakary Forest, the Confederacy of Nissen holds sway. A decentralized collection of gnomish and halfling villages, Nissen is very insular and self-supporting, having little contact with the outside world. The gnomes and halflings have no standing army of which to speak, but, in times of peril, whole communities will rally to repel invaders.

SVIMOHZIA

Svimohzia is an enormous island separated by shallow seas a mere twenty leagues in breadth from the main continental mass. The north and west are mountainous isolating costal plains from the rest of the island. The eastern half of Svimozia is marked by vast savannas while the foreboding Vohven Jungle, fed by the gigantic Izhoven River, envelops the southern third. Birds and beasts unfamiliar to those hailing from the principal continent the roam the island. Once all the island's humans were united under the governance the Meznamish Empire, but the repercussions of a brutal war against indigenous hobgoblins factionalized the empire breaking it into several successor states.

The Kingdom of Meznamish was once a homogenous empire that controlled most of Svimohzia but it has declined from its zenith and now only rules the lands around Mewzhano Bay. Meznamish is currently ruled by King Warven II and has good political relationships with Ozhvinmish and Zazahni, but is openly hostile towards Ahnzomahn. It has a relatively small standing army, depending instead on its competent navy to deter threats amd to sweep the seas of pirates. Meznamish has a healthy economy based on trade in gems, minerals, and whale blubber.

The Confederacy of Ahnzomahn, known as "the kingless lands", is ruled by a parliament where eligibility for office is determined solely by a person's net worth (i.e. plutocracy). The confederacy is very wealthy, trading herbs and spices acquired cheaply in the Vohven jungle with affluent customers not only in Svimohzia but also in Kalamar and the cities of Reanaaaria Bay.

Ahnzomahn guards against hostile monsters and inimical savages with active patrolling of its southern borders. The Confederacy does its best to remain neutral in all political affairs, content to simply grow wealthy. It is, however, alleged that Ahnzomahnii ships sometimes disguise themselves as pirates to attack Meznamishii vessels.

The Kingdom of Ozhvimish is the largest of the Svimohzhish nations and defended by the largest army on Svimohzia. In some regards, she may be considered a dual state for the east is governed by a largely autonomous steward. The country is on friendly terms with Meznamish and Ahnzomahn (but is jealous of he latter's superior trade ties). It has a fractious relationship with Zazahni primarily driven by contentiousness over possession of the Imomena Hills.

The Kingdom of Zazahni's is beset by a byzantine multi-polar civil war that has raged for 70 years since declaring its independence from Meznamish. Usurpers routinely claim the throne only for be quickly overthrown or assassinated. The office is currently unoccupied.

Given this endemic chaos and the effective transfer of authority to whichever of the twenty-seven competing noble houses is locally strongest, the kingdoms functions more as independent cantons that as a state. Trade has broken down to the point that many Ahnzomanii traders quip that Zazahni's best exports are its mercenaries and poisons, both of which are deadly.

The hobgoblin Kingdom of Ul-Karg comprises the south-western edge of Svimohzia, and is protected to the north by mountain ranges and to the south by the sea. Although the Meznamish defeated Ul-Karg during their war, the hobgoblins still consider the conflict a successful endeavor as it led to the dissolution of the empire. Although many Svimohzians consider the hobgoblins a vestigial threat, they are most assuredly mistaken. Krarag-Randatk, the hobgoblin king, is currently massing his forces for a new invasion of human lands. A disunited collection of independent states that can be conquered piecemeal is likely to pose far less of a challenge for the hobgoblins.

The former Brandobian colony of Vrandol lies on the western edge of Svimohzia. Originally founded by Pel Brolenese slavers, it is now administered by Mendarn following a military takeover. The colony still operates as a slave market and Mendarn merchants profit enormously by selling slaves to Ul-Karg. The port is home to a squadron of Mendarn warships with the express purpose of warding off Pel Brolenese flagged vessels.

Refugees fleeing enslavement in Mendarn and Pel Brolenon founded the City of Bronish about a century ago. Despite having only a token militia, the city is left unmolested thanks to an alliance it has struck with a fearsome beast living in the mountains overlooking the city. The small export economy is dependent on basket weaving and rope manufacture. Bronish merchants have a good trading relationship with Meznamish, Eldor, and Vrandol.

Straits of Svimohzia
Sea of Svimohzia
Vohven Jungle
Ozhvinmish
Abznomahn
Zazahni
Ul-Karg
Aznamish
Tamezh Mountains
Dushdahn Mountains
Arumpadah Mountains
Mezh-Voumi Isle
Anoubish
Aznam-abnezh
Zanehyen
Zeneiahn
Kazullagh
Ronazagh
Burzumagh
Vamesh
Emeevem
Wimish
Aoomubi
Zbanehzmish
Zbanehyen
Aoouvmahn
Ashoshmi
Mznahn
Nemuji
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Ishoven River
Aoouvmahn Forest
Mznahn Forest
Anoubish Forest
Ashoshmi Forest
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Marshy Marsh
Mznam Forest
Mznam Heathlands
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Mznam Marsh
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